2D ANIMATION

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Introduction to Image Paths Generatives.

Preface

Animation is a method in which figures are manipulated to appear as moving images. In traditional animation, images are drawn or painted by hand on transparent celluloid sheets to be photographed and exhibited on film. Today, most animations are made with computer-generated imagery.

Source: wikipedia.org

Animation is the art of bringing life to an otherwise inanimate objects or illustrated 3D or 2D generated characters.

COMPUTER ANIMATION

CHARACTER ANIMATION

SHORT FILM

FILM ANIMATION

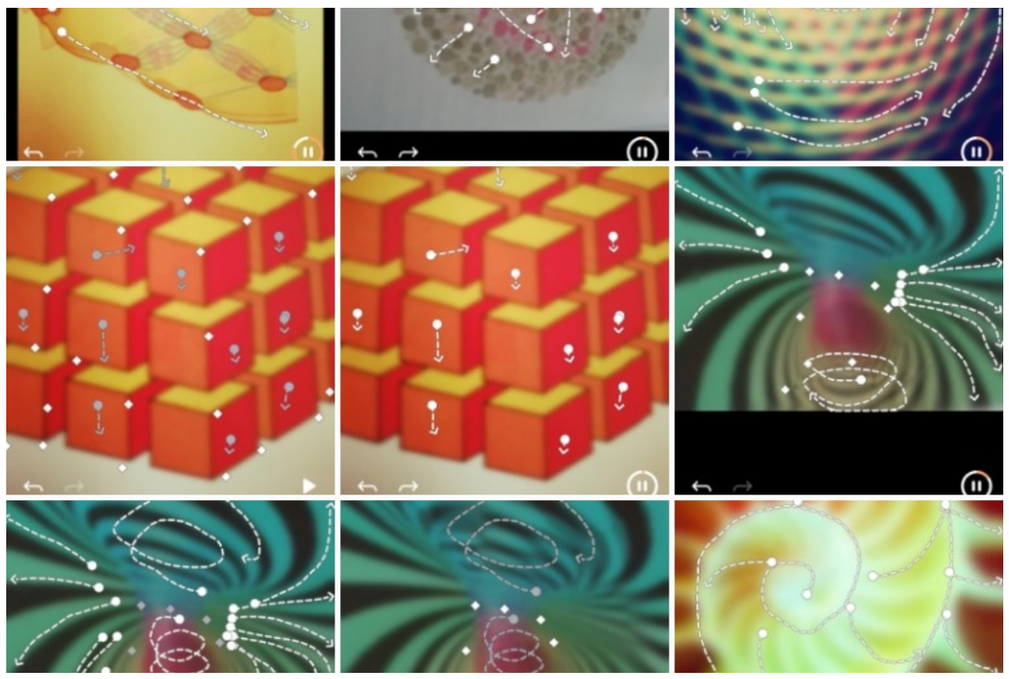
MOTION PICTURE

1. Path is a way or track laid down for walking or made by continual treading.
2. It is the course or direction in which a person or thing is moving.
3. It is a course of action or way of achieving a specified result.

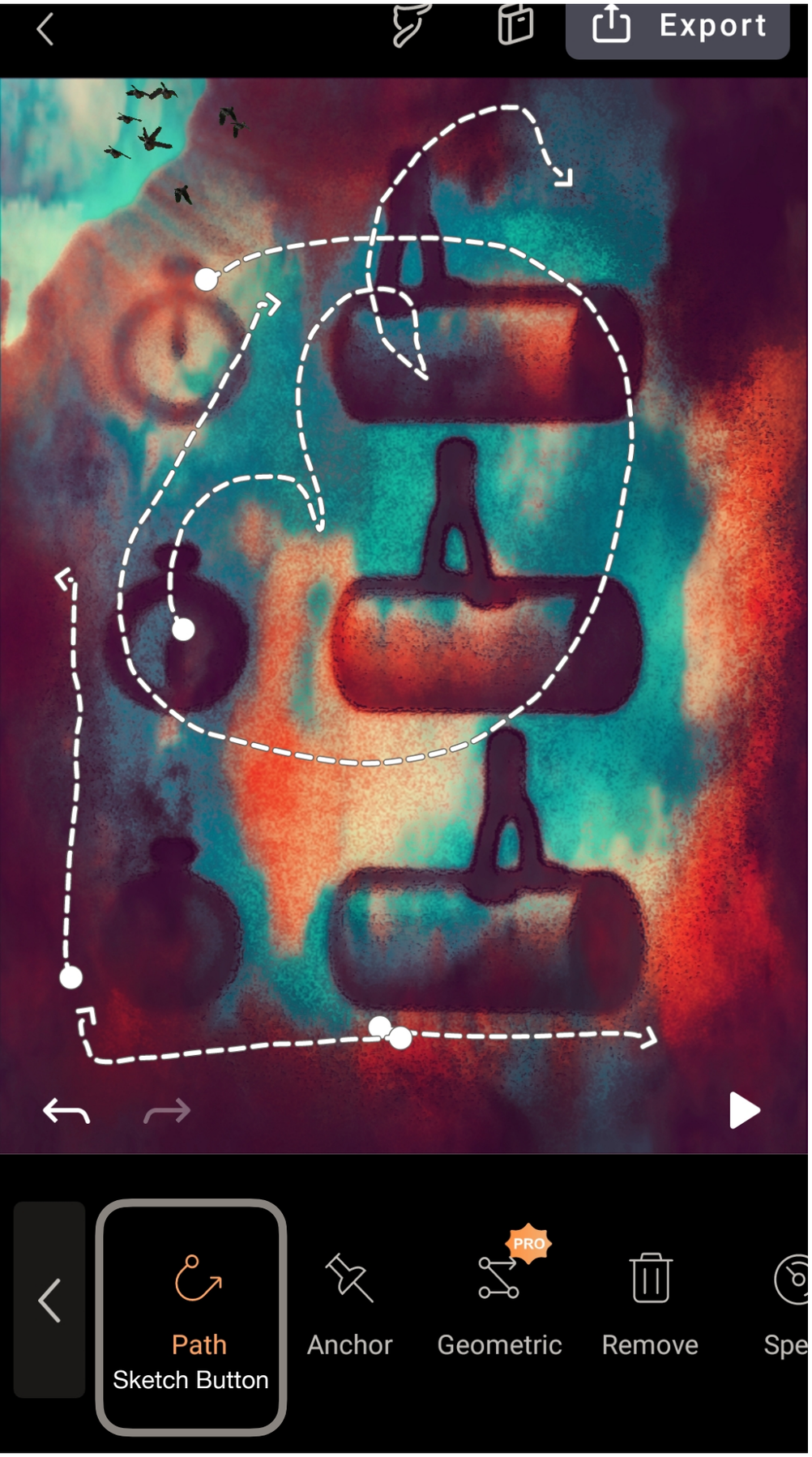
Path Animation is the process of animating one or more objects moving along a defined two-dimensional path through the imagery scene. The path is also motion path. This is about creating animated path with a single image for the purpose of making video outputs. This is done with a commercial tool MotionLeap Pro on Android Mobile phone.

(c) TradeMark Motionleap by Lightricks

Similar words:
Trail
Or
Trial.



Introduction

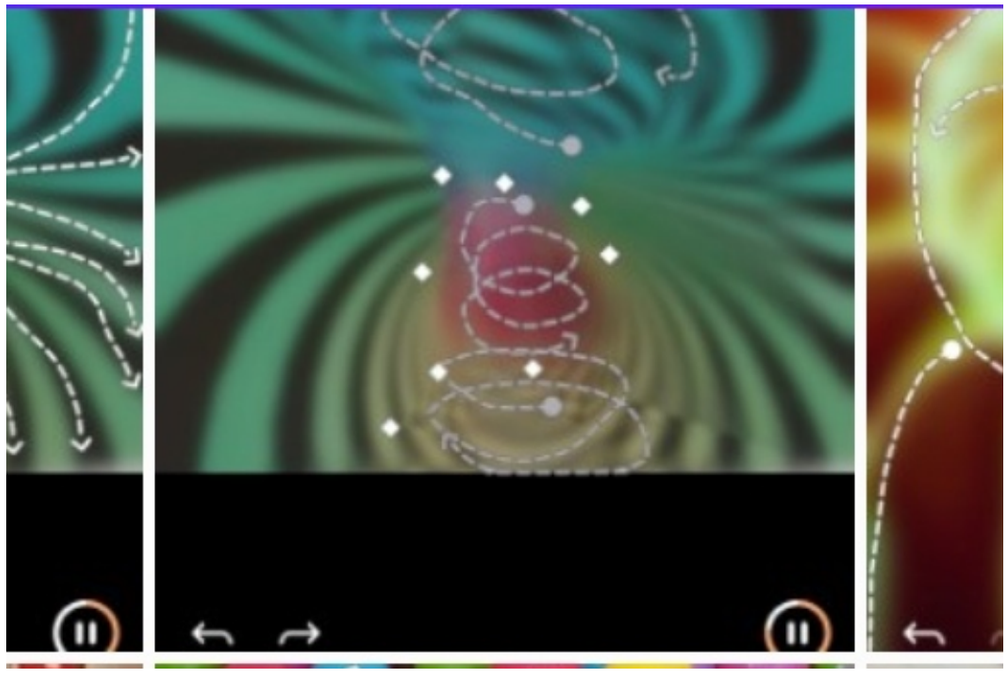


There are five curve paths in this image only.

A curve has a dot start point and an arrow end point.

Curve Paths in Making Video.

General path is a curve made with several paths to create regions for animation of pixels.



Chapter 1:

Grid Views of Image Paths.

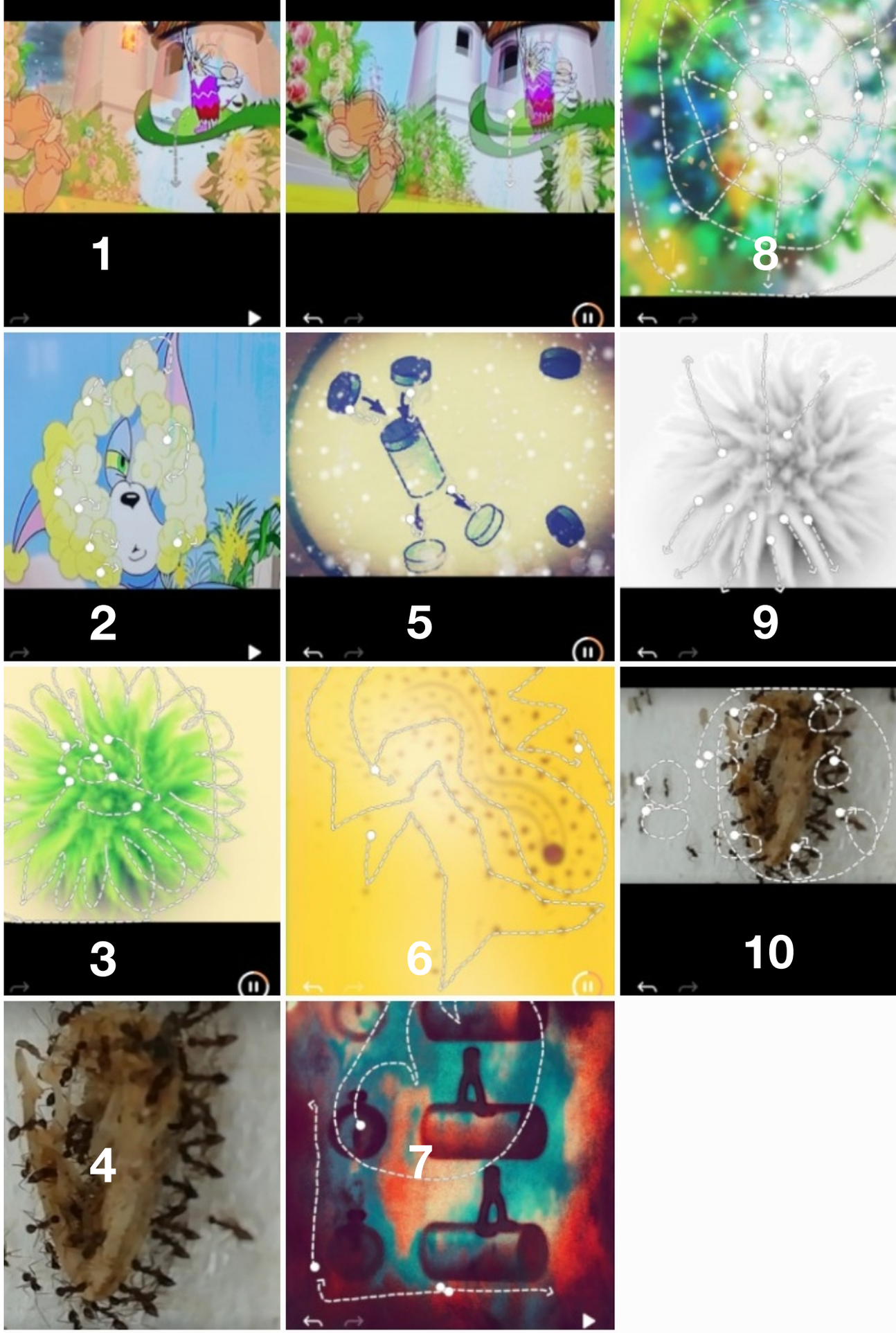
Grid View of 10 Image Paths.

1. This is a classic Tom and Jerry cartoon movie. Image was captured with a camera on TV during preview.

2. This image Jerry has a foamy face. Dotted paths are made on the face area.

3. This is an image of a virus. It's path is along the edges of the viral shape with some inner dotted paths.

4. This image is biologically inspired and it is made from a camera capture.



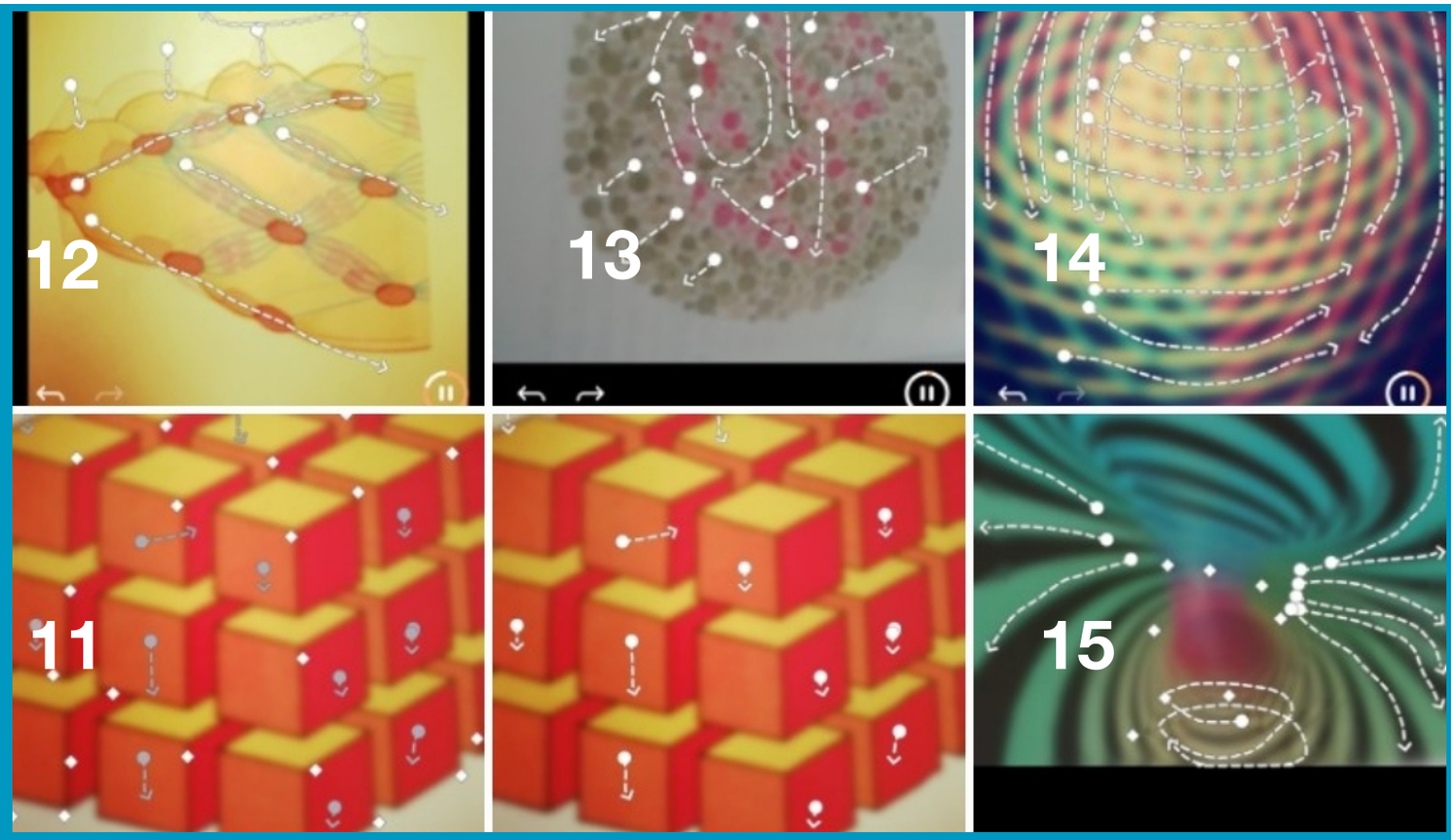
A. Image path 11 has many cubes or boxes arranged on top of the other with small off-distance.

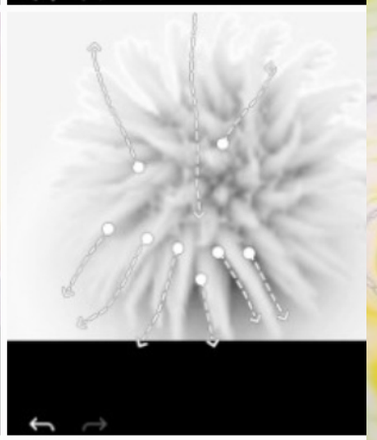
B. Image path 12 is also a biologically inspired.

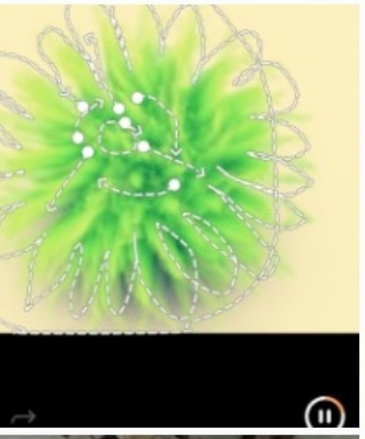
C. Image path 13 is a dotted circular shape of about more than three colours mainly pink, dark green and other colours.

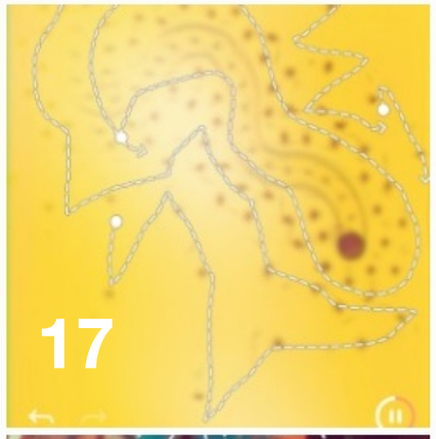
D. Here, Image path 14 is alike a spinning globe of many horizontal spins and verticals spins.

E. On Image path 15,Top Conical spins separated with a pink cone to another Many conical spins at the bottom.





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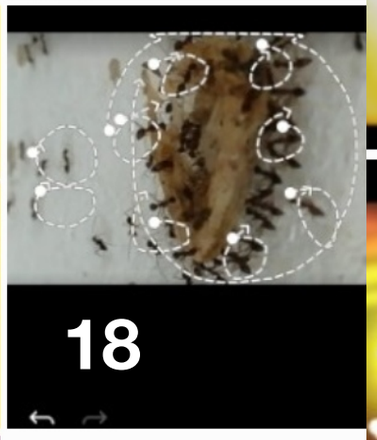
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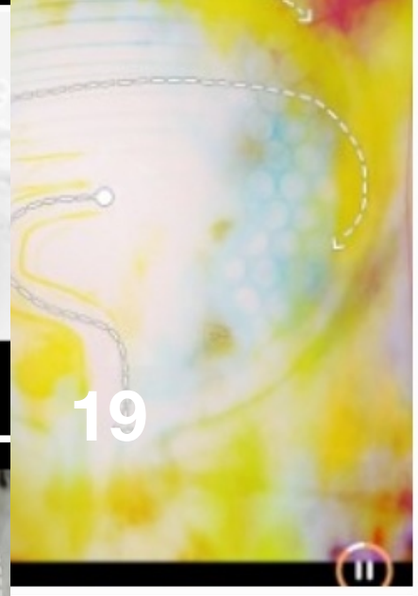
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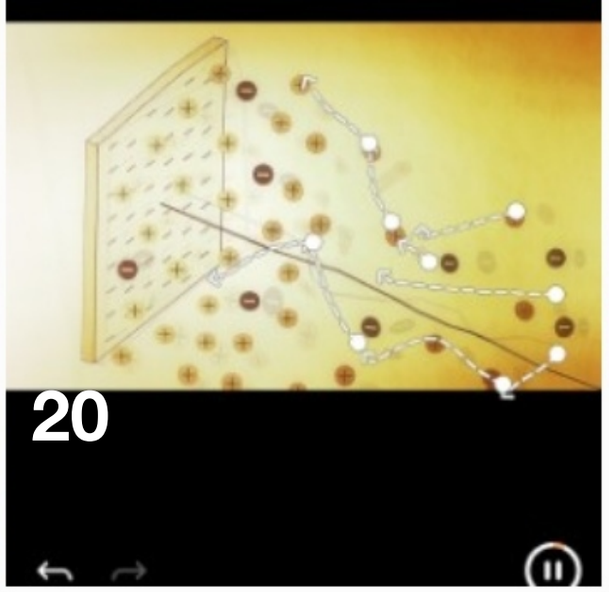
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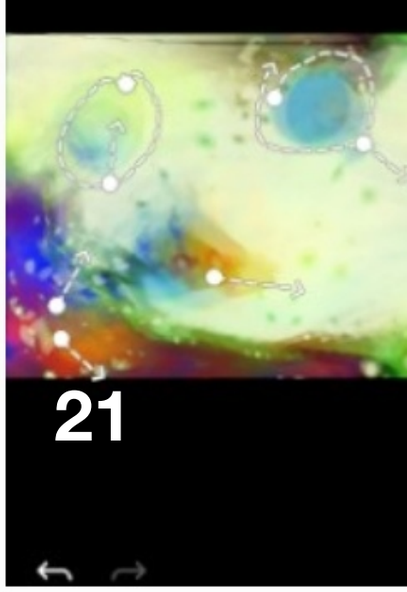
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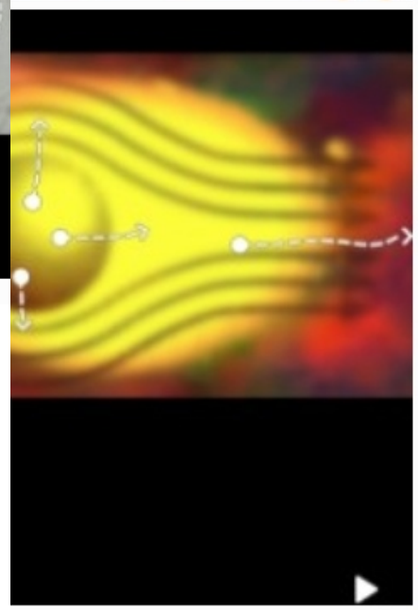

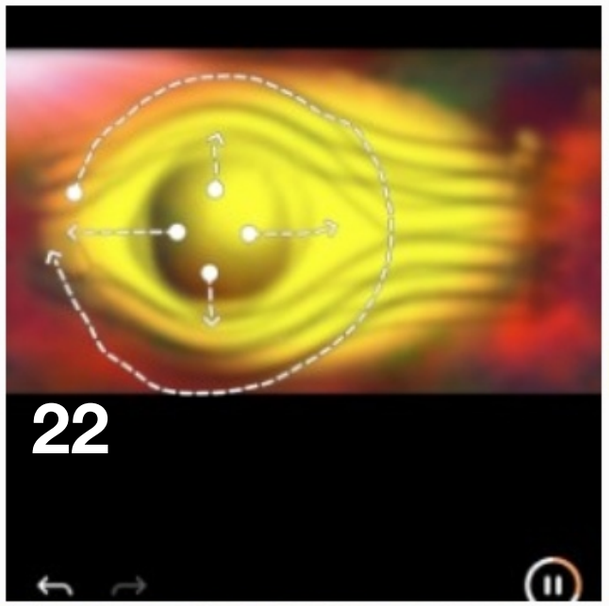
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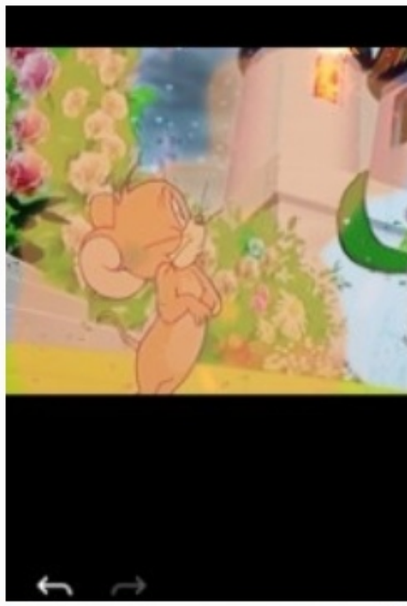

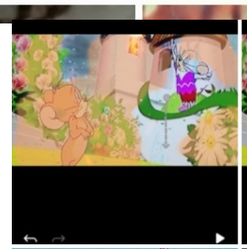

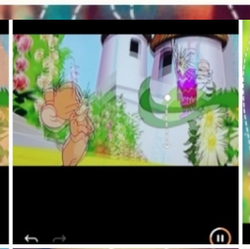

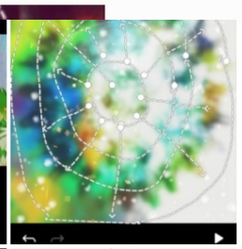

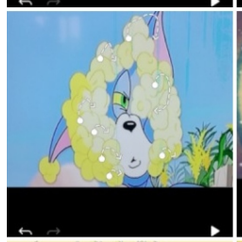

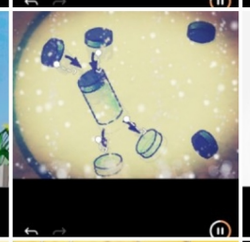

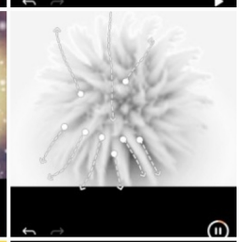

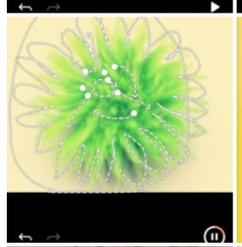

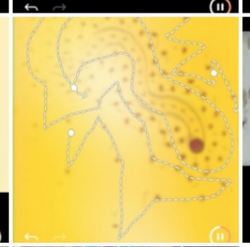

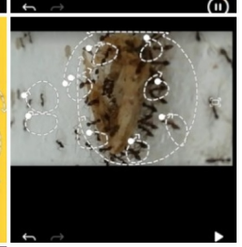

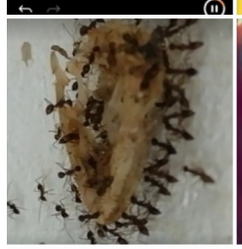

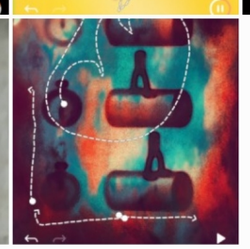

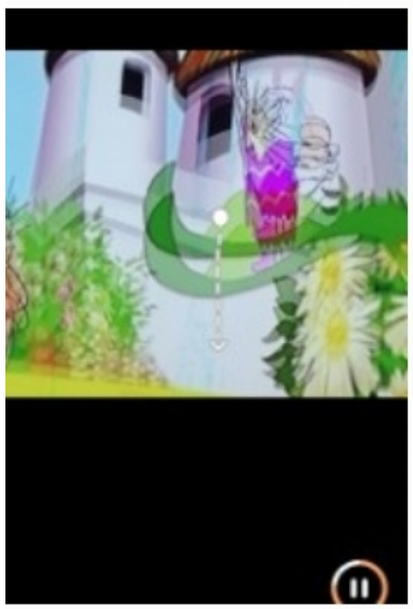

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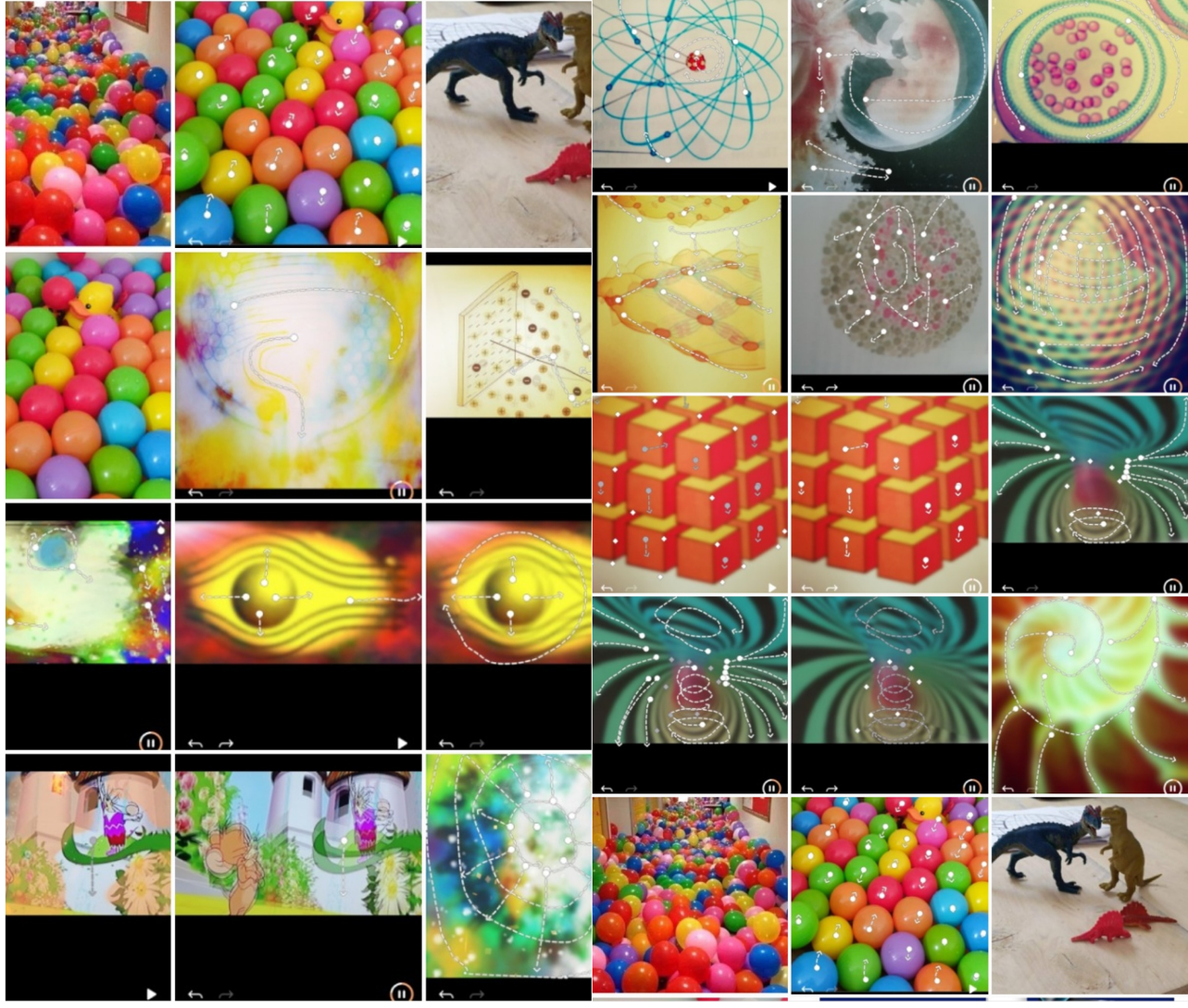
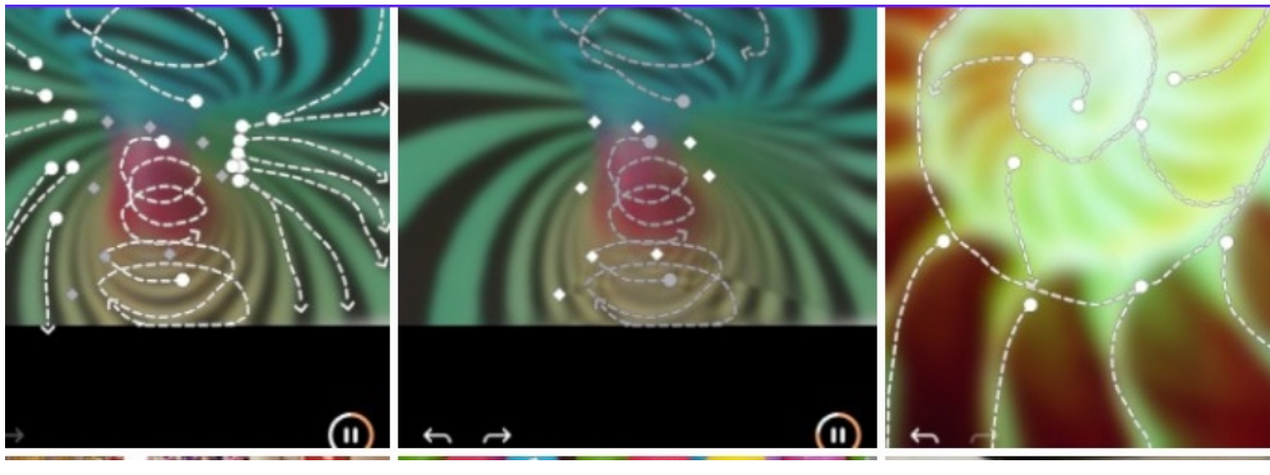
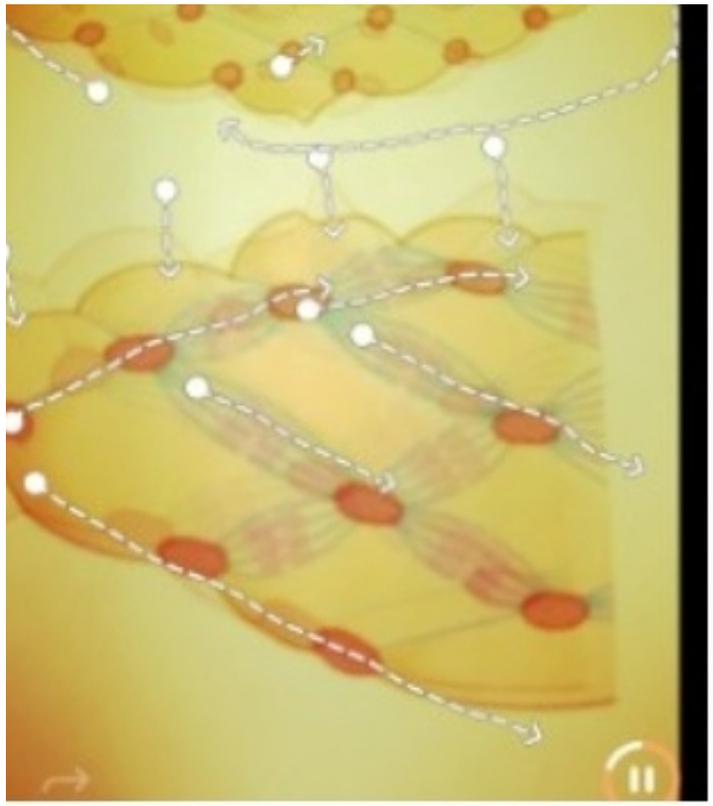
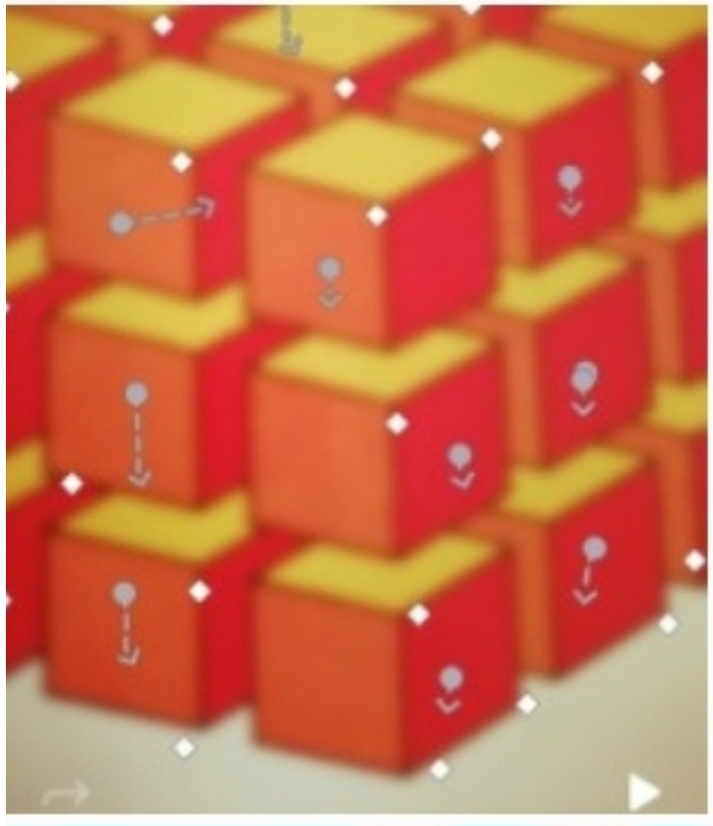
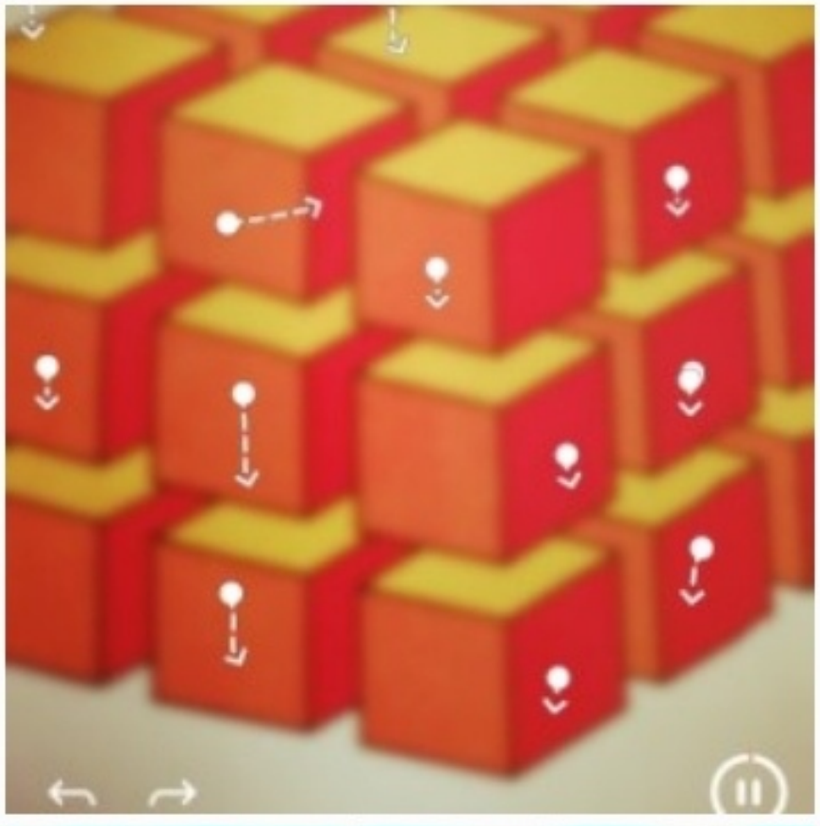
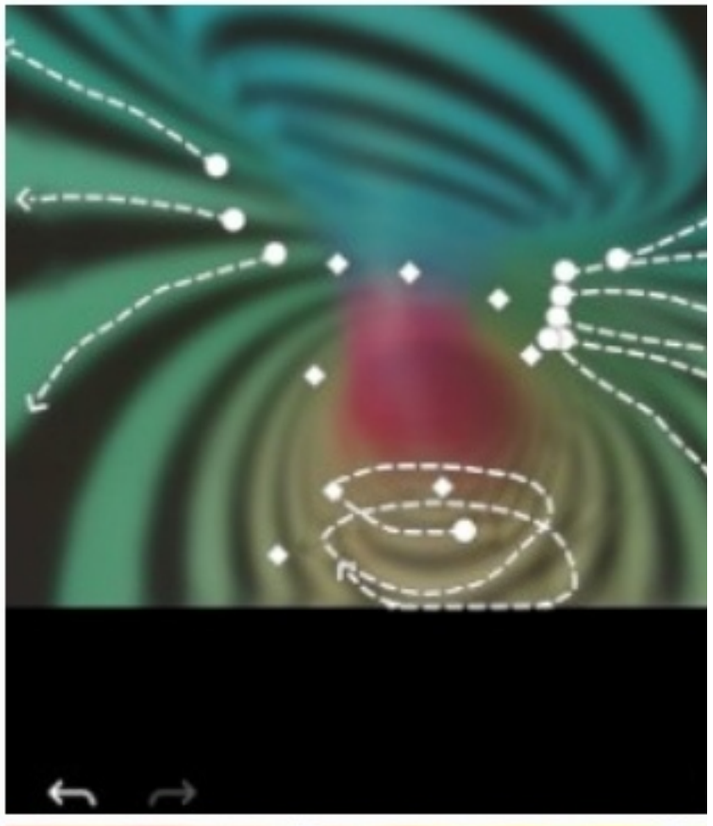
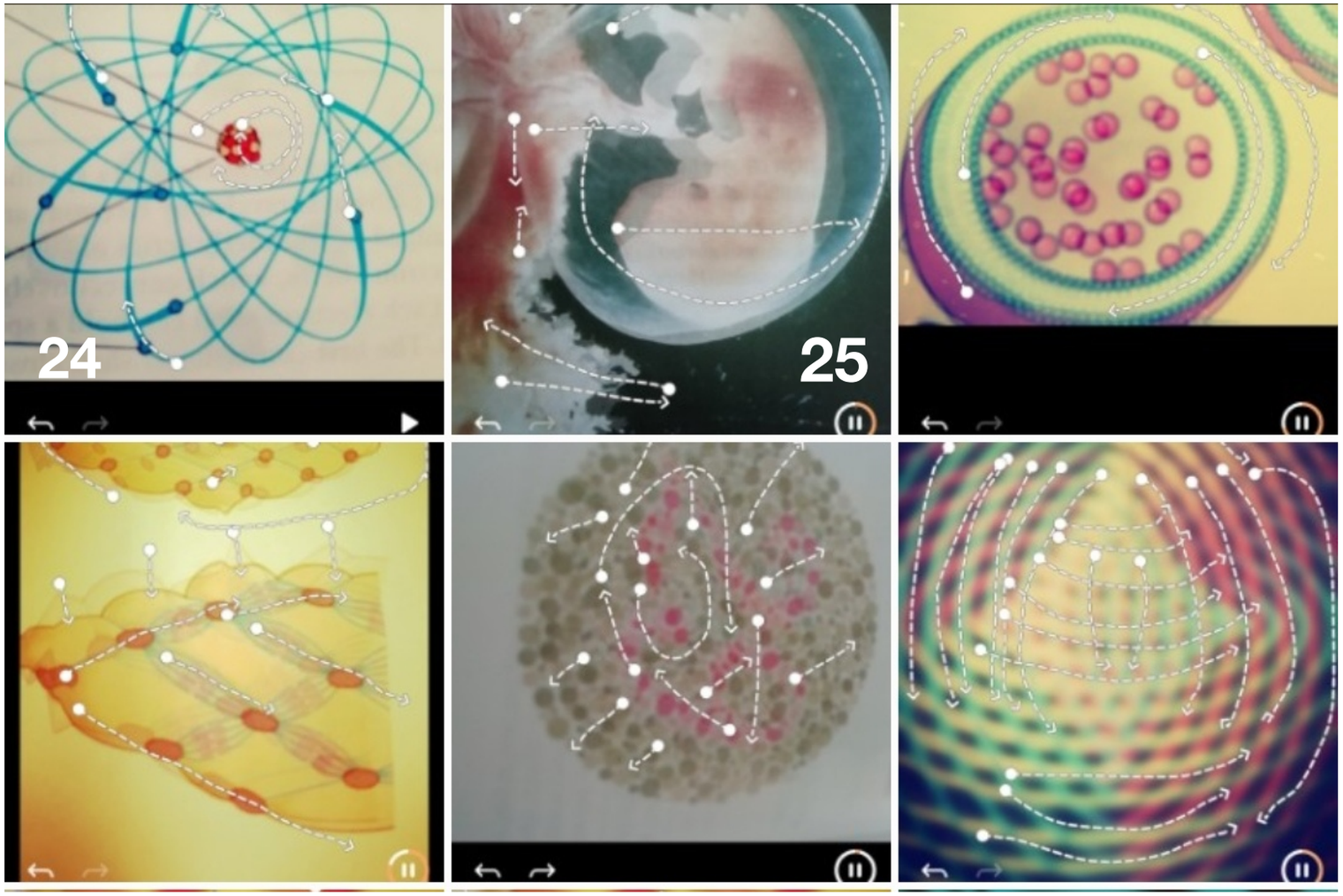
A LOOK AT MANY ANIMATION PATHS WITH SEVERAL IMAGE VARIETIES.





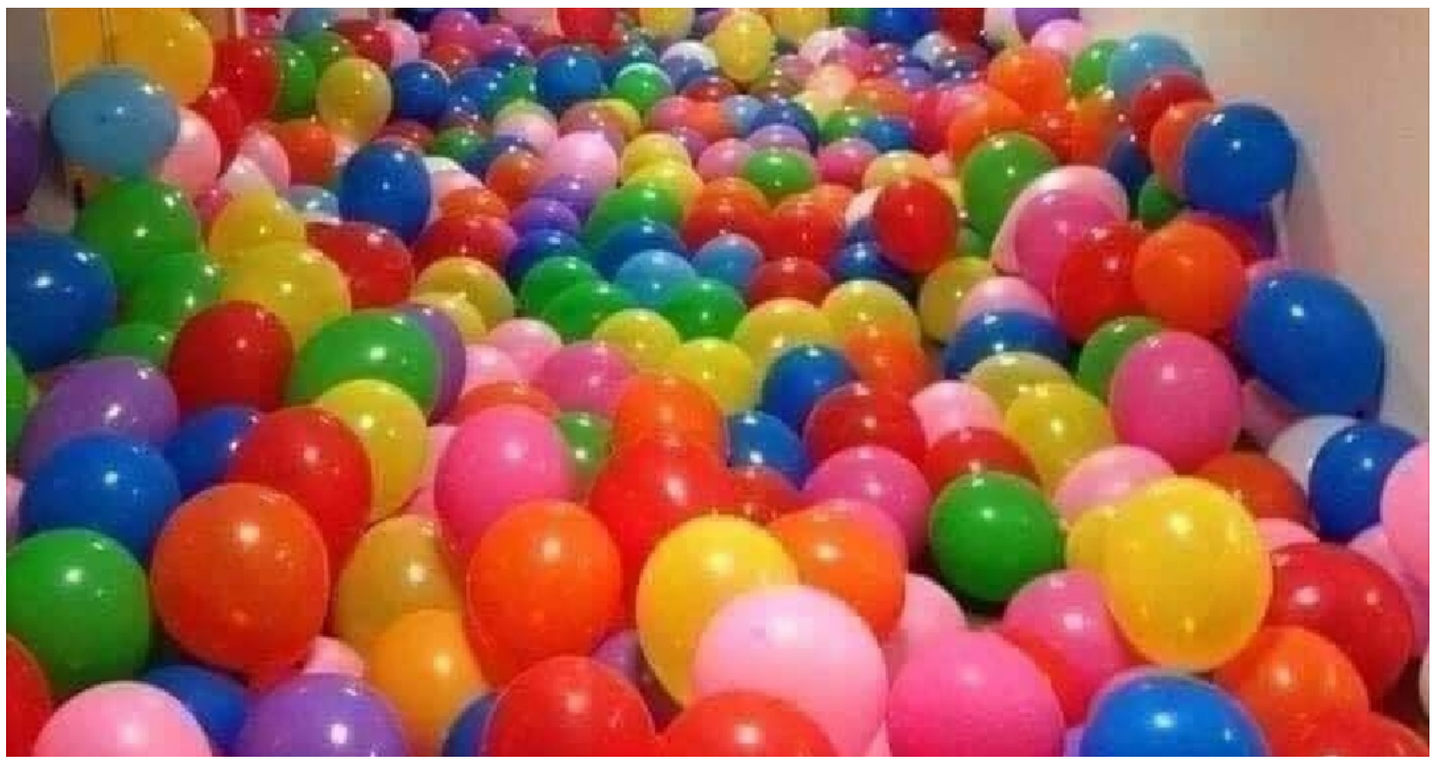


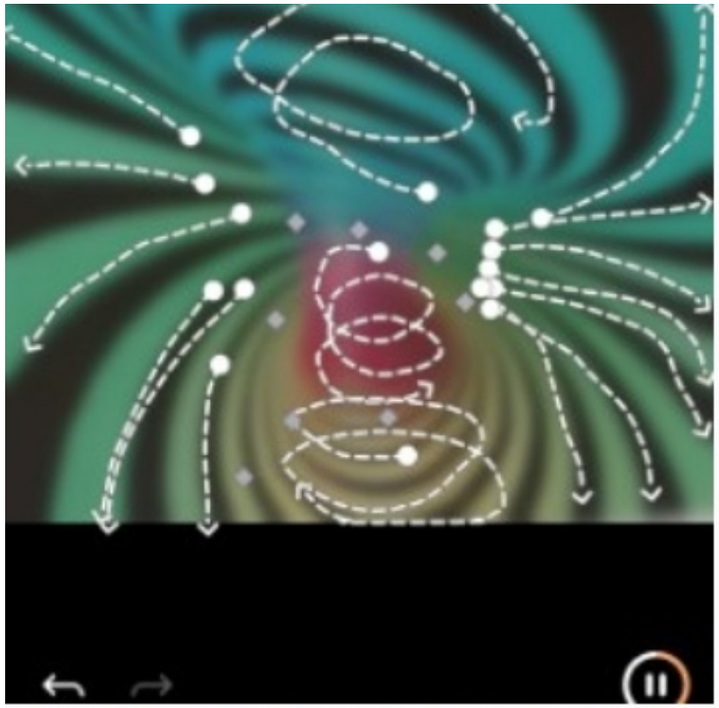




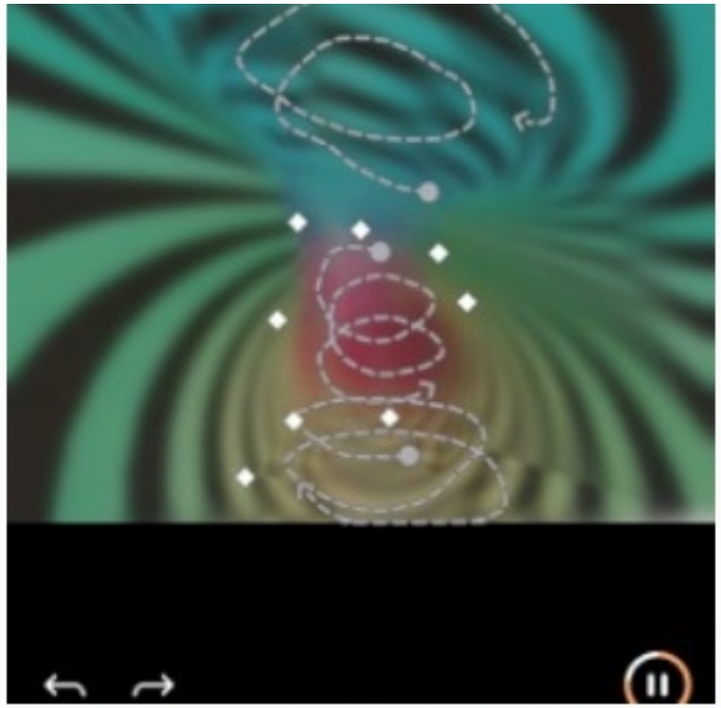


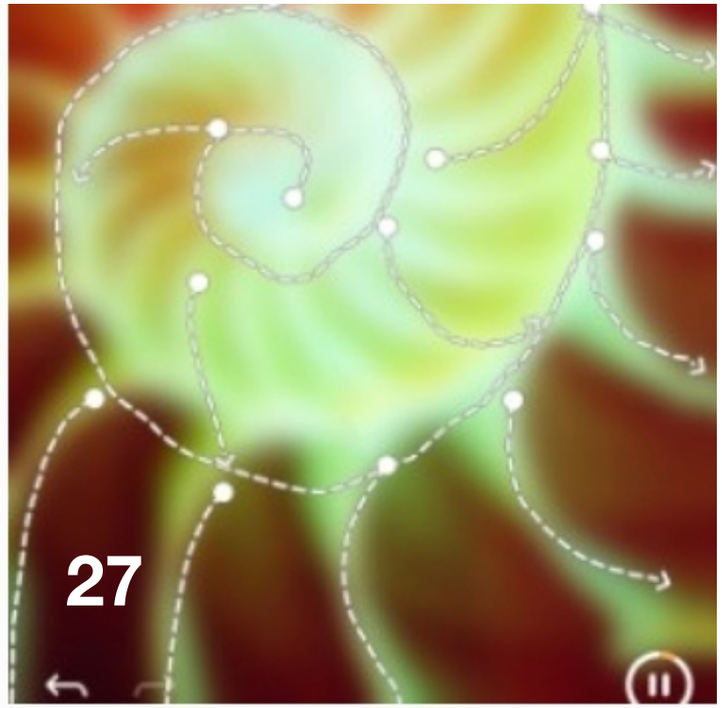
25: This looks like a baby foetus in the womb of a woman. This is the best animation path in the overall project of animation video. There are about 8 animation path on the image to generate the desire video output.

24: Image is about Atomic spins on a centred pink matter. 5 dotted paths for this image.





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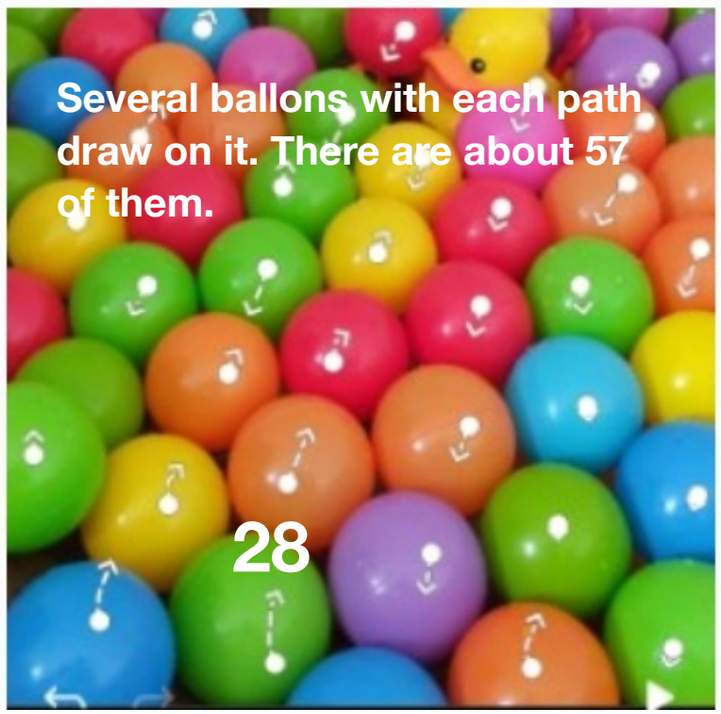
Several ballons with each path draw on it. There are about 57 of them.
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Chapter 2:

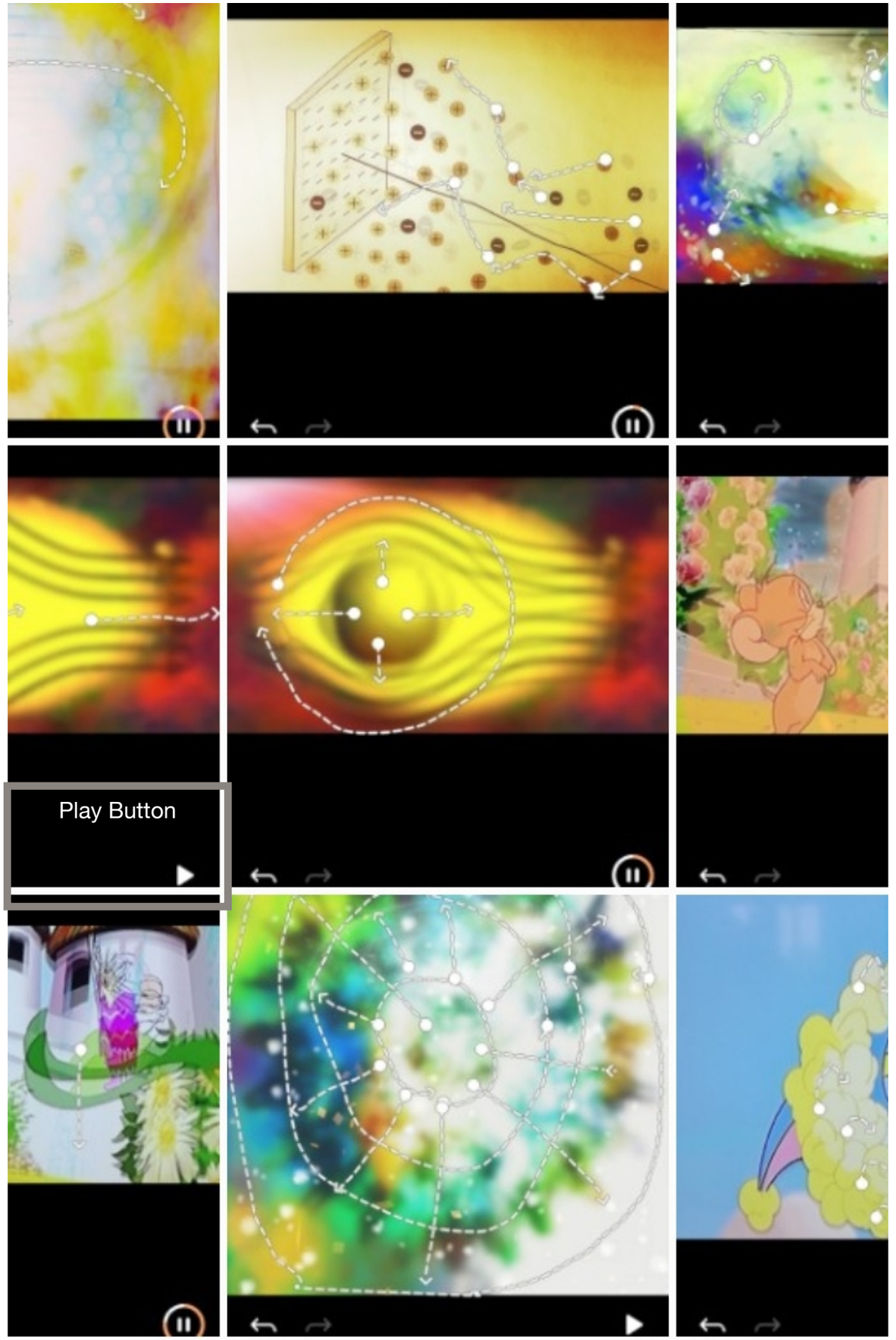
Animated Paths and Play.

1. Earlier look was on the grid view of image paths of animation.

2. This is on each animation path generative with more details of path description.

3. Path description will look at the cardinal and coordinates. Two major regions indicated as north and south from the dotted start point.

4. Again on count of similar directions of animation path.



List of Animated Paths and Plays.

1. Tom and Jerry Scene.
2. Jerry Foamy Face.
3. Viral Body.
4. Ant Swarm Carrying Vector Food.
5. Cylindrical Volumen and Tablets.
6. Triple Clocked Feet
7. Super-hot Earth core
8. Electrostatic Fields
9. Colour Balls Duck

1: Animated Path

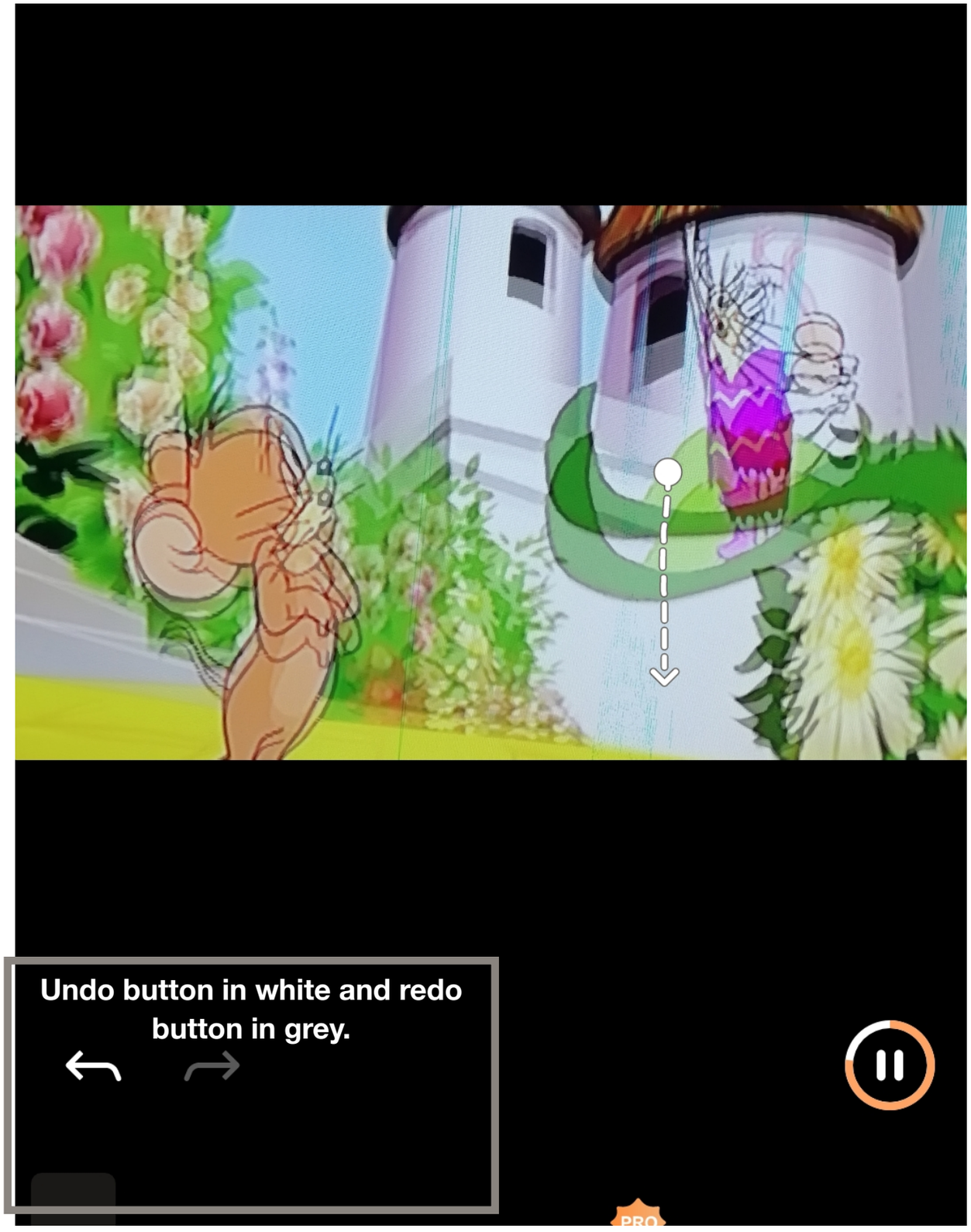
Tom and Jerry Cartoon

1. Tom and Jerry is the image path name for this scene.

2. This scene is about Tom watching a friend describing a jump from a leave of a plant.

3. The animated path is only one. This is pointing downwards and it is placed at Tom’s friend stage.

4. The length is measured with the number of dashed lines in a path (dot start-point to arrow endpoint). Here, there are about 7 dash lines. You may describe the animation cycle as the number of dashed lines.



Tom and Jerry

1.1 Animation Regions

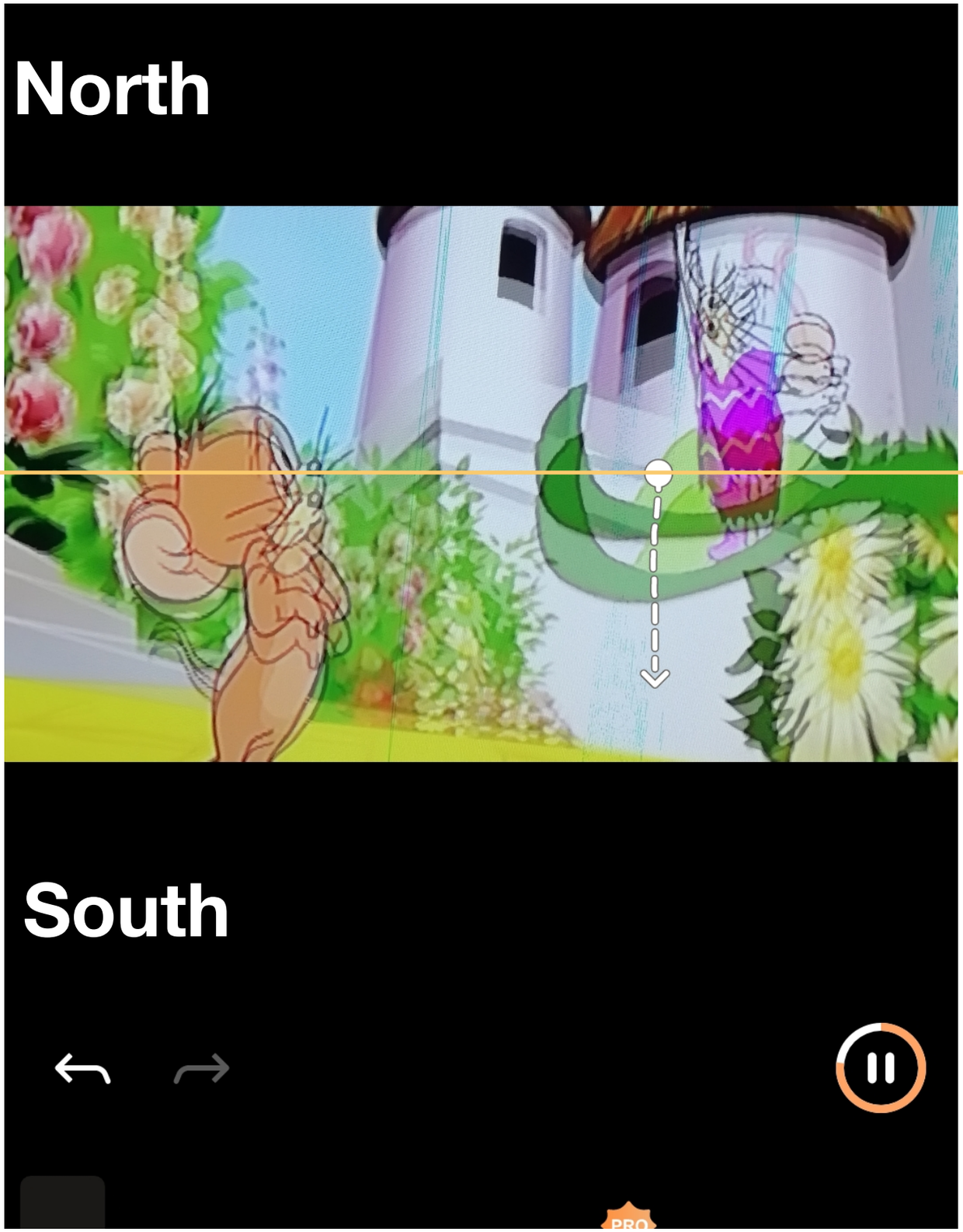
Cardinal and Coordinates

A. Tom in this scene is in the south left stage in this image.

B. Tom’s friend is the scene is in the north right stage in this image.

C. There is an interleaved point at the region separation where Tom’s head is little out into the north region and friend’s feet is little down into the south region.

D. The whole region has flowers, staircase and castle building as the background stage.



1.2 Play: The video output for this scene is about Tom’s friend jumping up and down on the leave as it points into the sky.

Play Description

2: Animated Path

Jerry Foamy Face : Tom and Jerry Cartoon.

1. Jerry foamy face is the image path name.

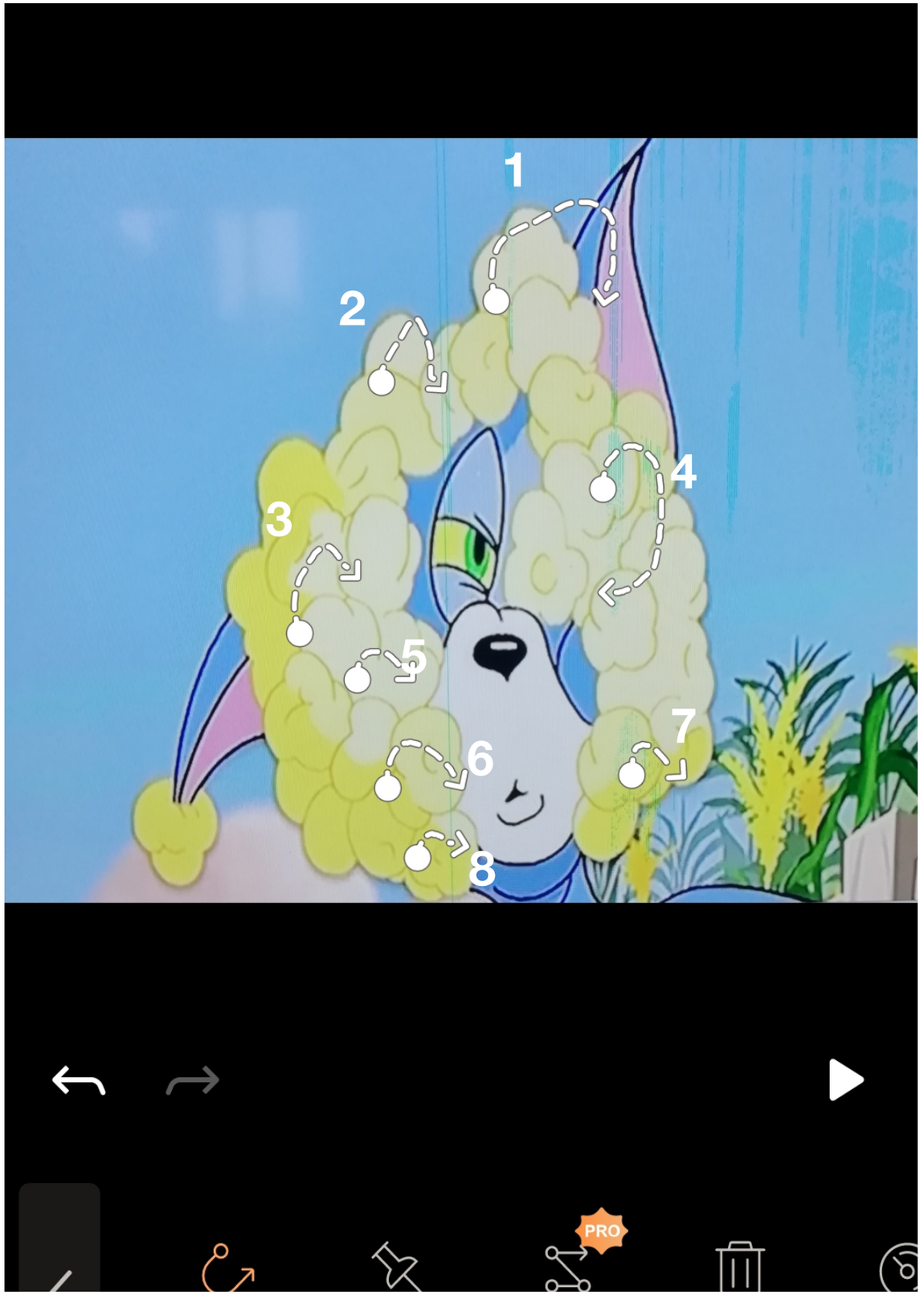
2. This is about Jerry having foamy face due to a pour of foam water from a bucket by Tom.

3.The animated path is 8 in total. It is placed around the foamy area.

4. The length of dash lines will be described with each path numbered.

Path 1: 10 Path 2: 5 Path 3: 4 Path 4: 9

Path 5: 3 Path 6: 4 Path 7: 2 Path 8: 1



Jerry Foamy Face

2.1 Animation Regions

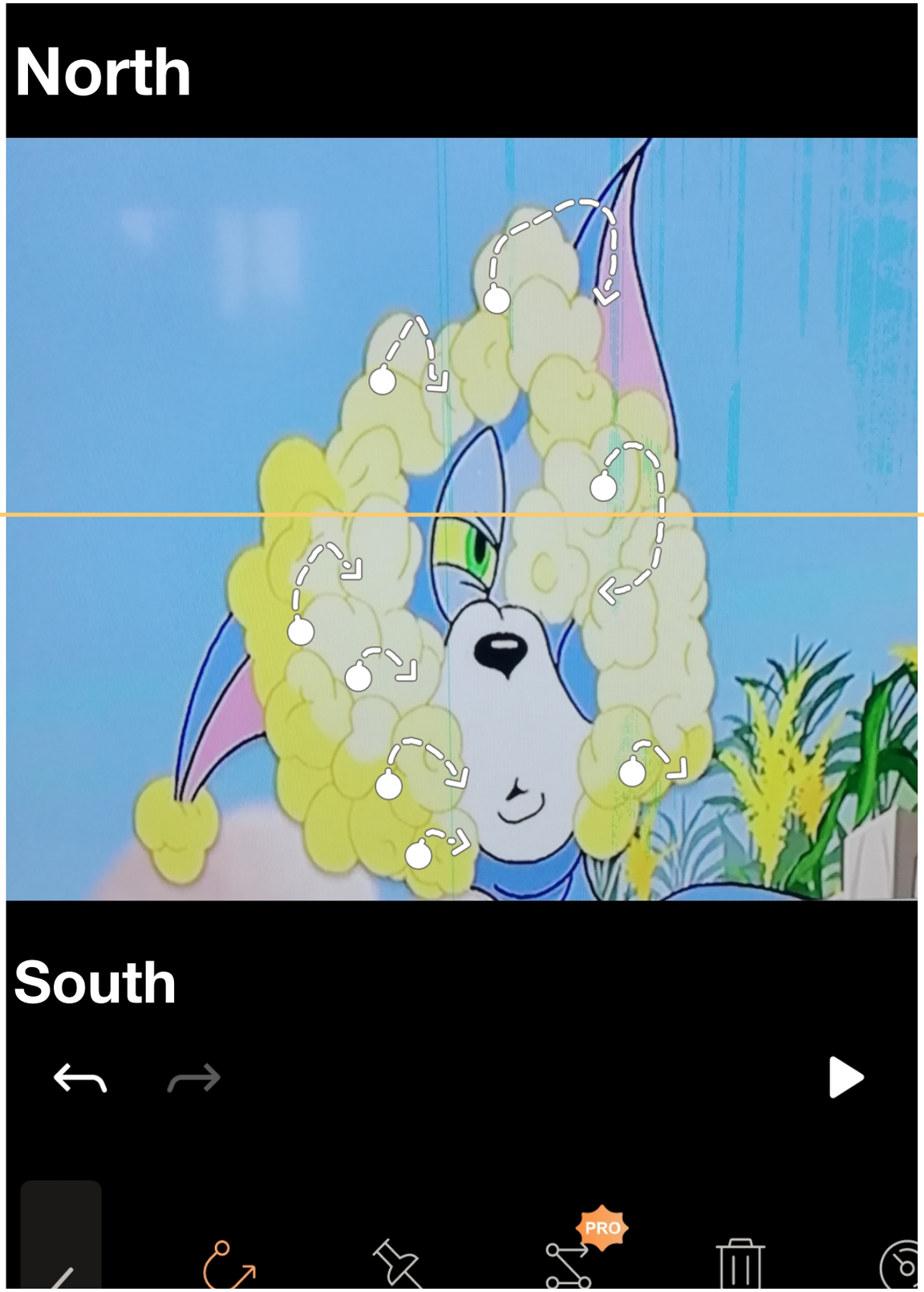
Cardinal and Coordinate

A. Jerry’s ear is in the north middle region of the scene.

B. Jerry’s mouth is in south middle region of

C. The separation region splits the head of Jerry.

D. The background scene has some flower plants and a wall.



2.2 Play: The video output for this scene is about Jerry having foam rub around its face.

3: Animated Path

Viral Body

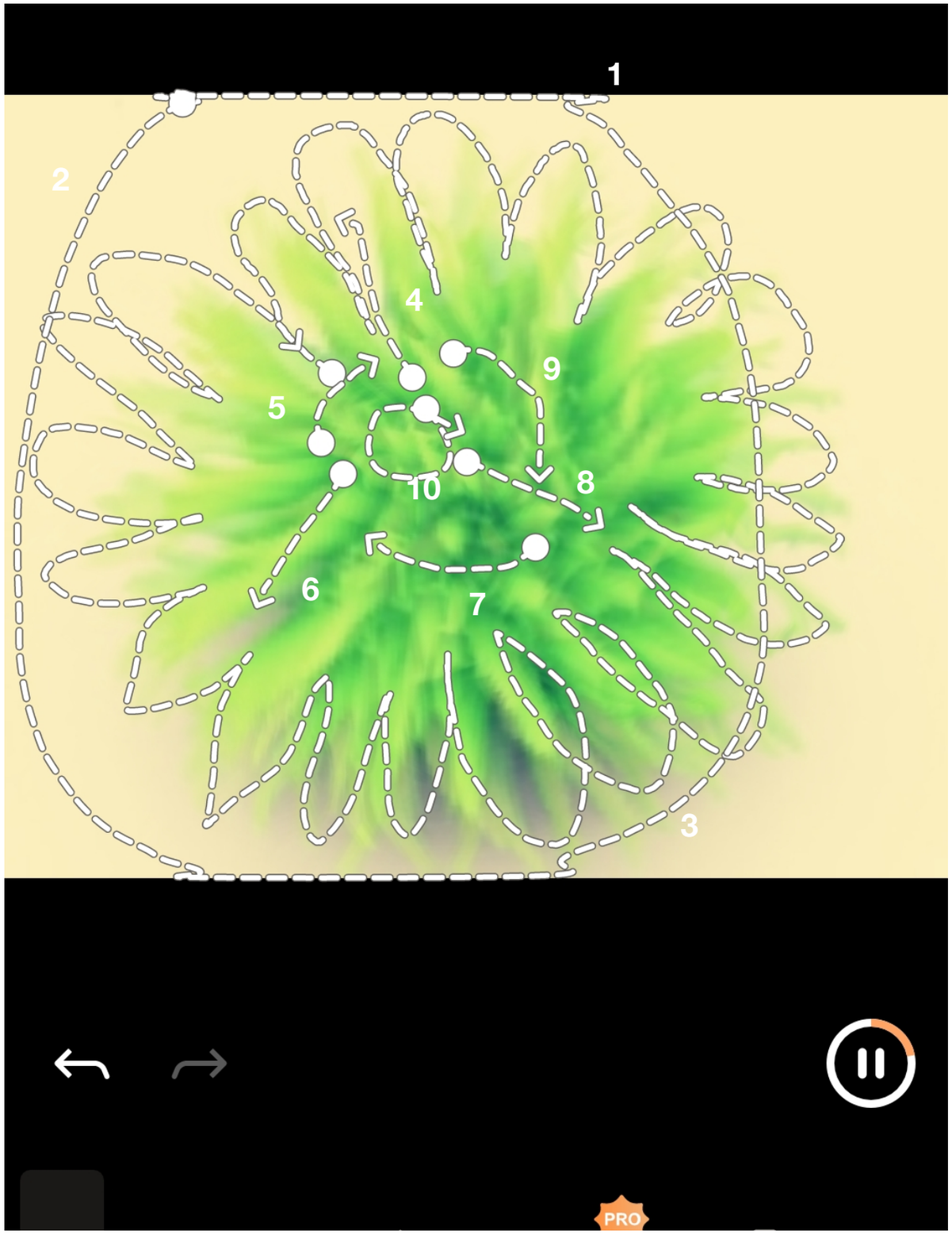
1. Viral body is the animated path name.

2. This is about the viral body showing its activation and liveness.

3. The viral body has animated paths of 10.

4. The length of the dash lines are:

Path 1: 15, Path 2: over 45, Path 3: over 60, Path 4: 6, Path 5: 3, Path 6: 5, Path 7: 5 and Path 8: 4



Viral Body

3.1 Animated Regions

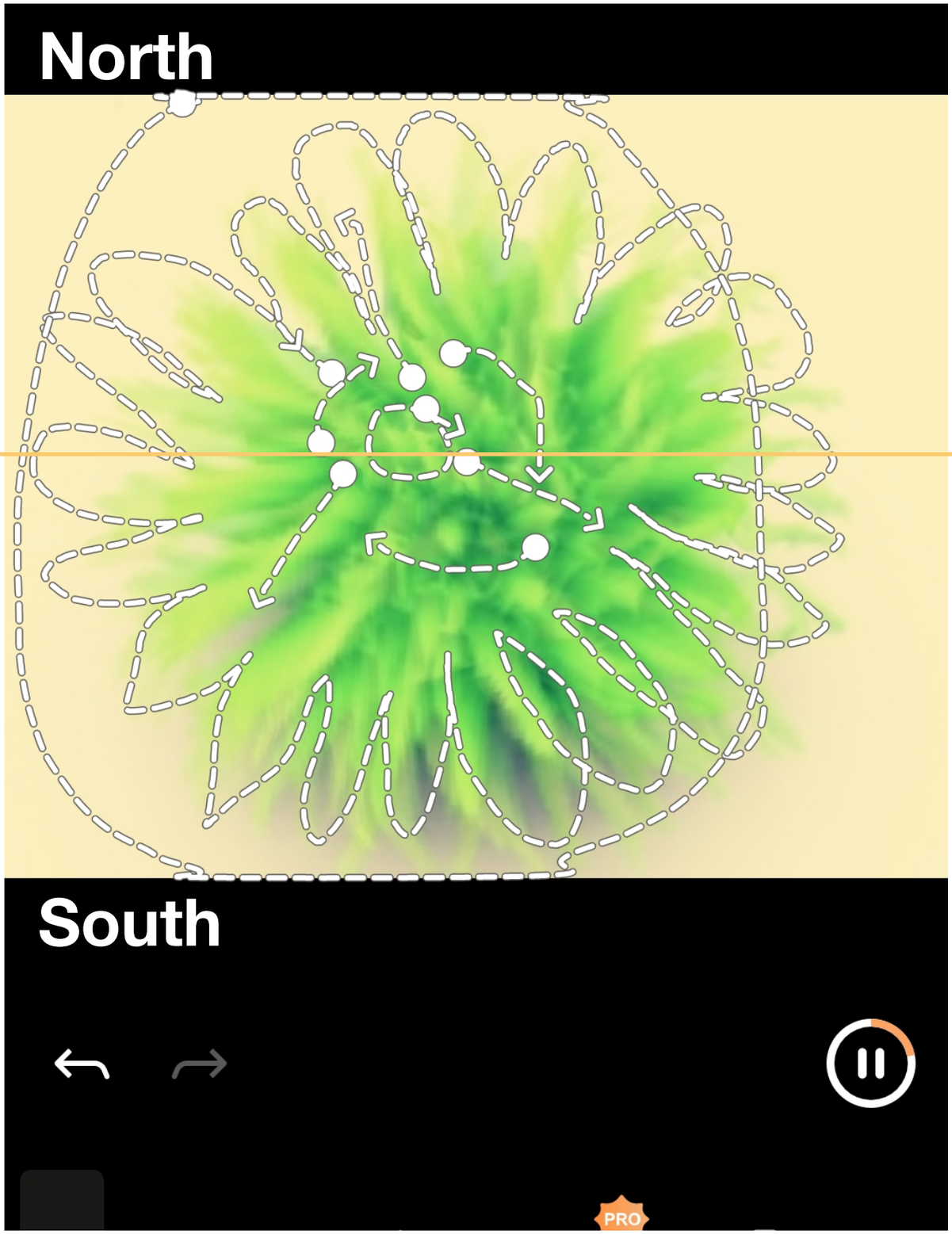
Cardinals and Coordinates

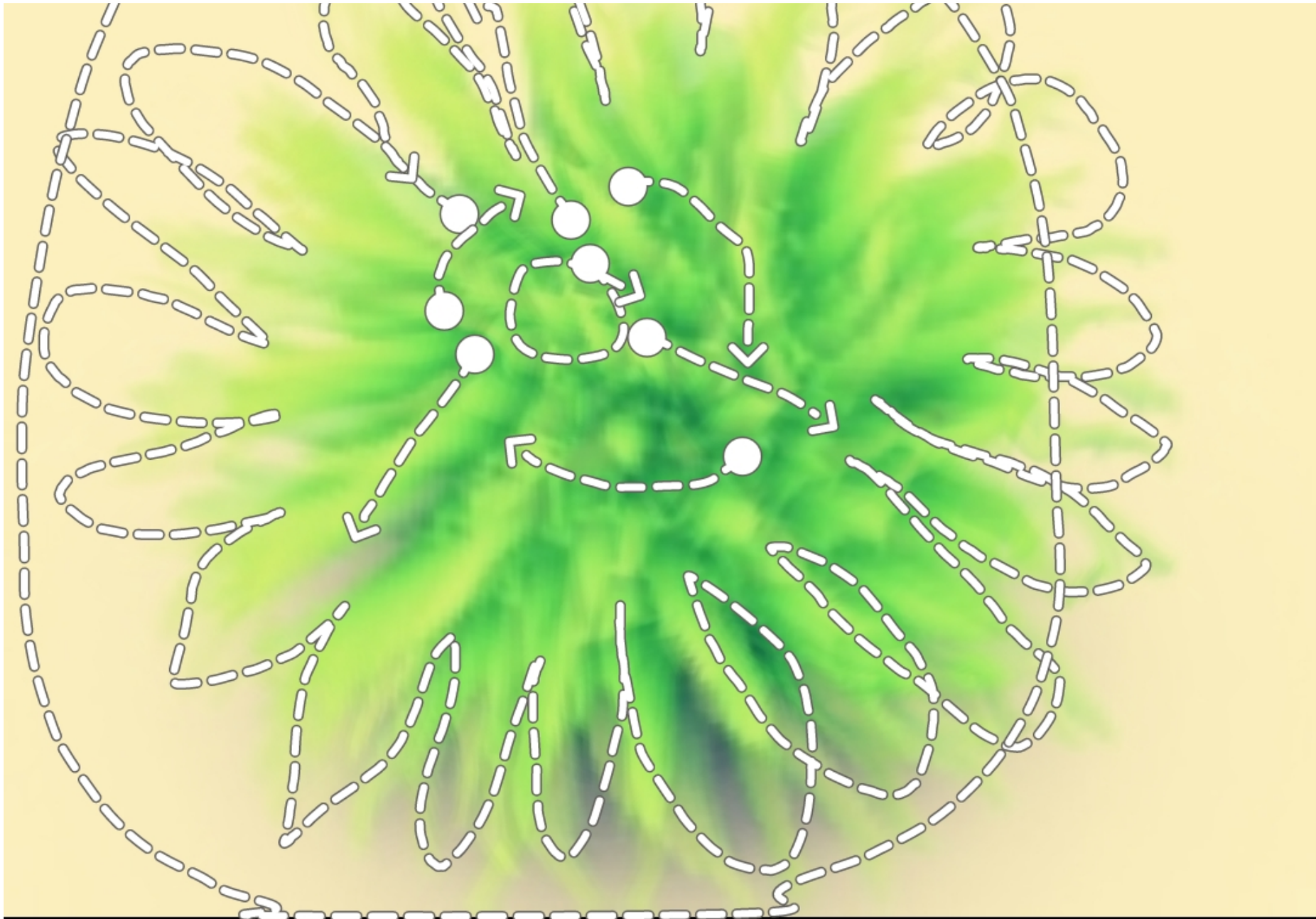
1. The viral body has 6 animated paths in the north region.

2. The viral body has 3 animated paths in the south region.

3. There are three pointing down animated paths.

4. There are about three circular animated paths.





3.2 Play: The video output for this scene is about the viral body’s liveness showing its activation.

4: Animated Path

Ant Swarm Carrying Vector Food.

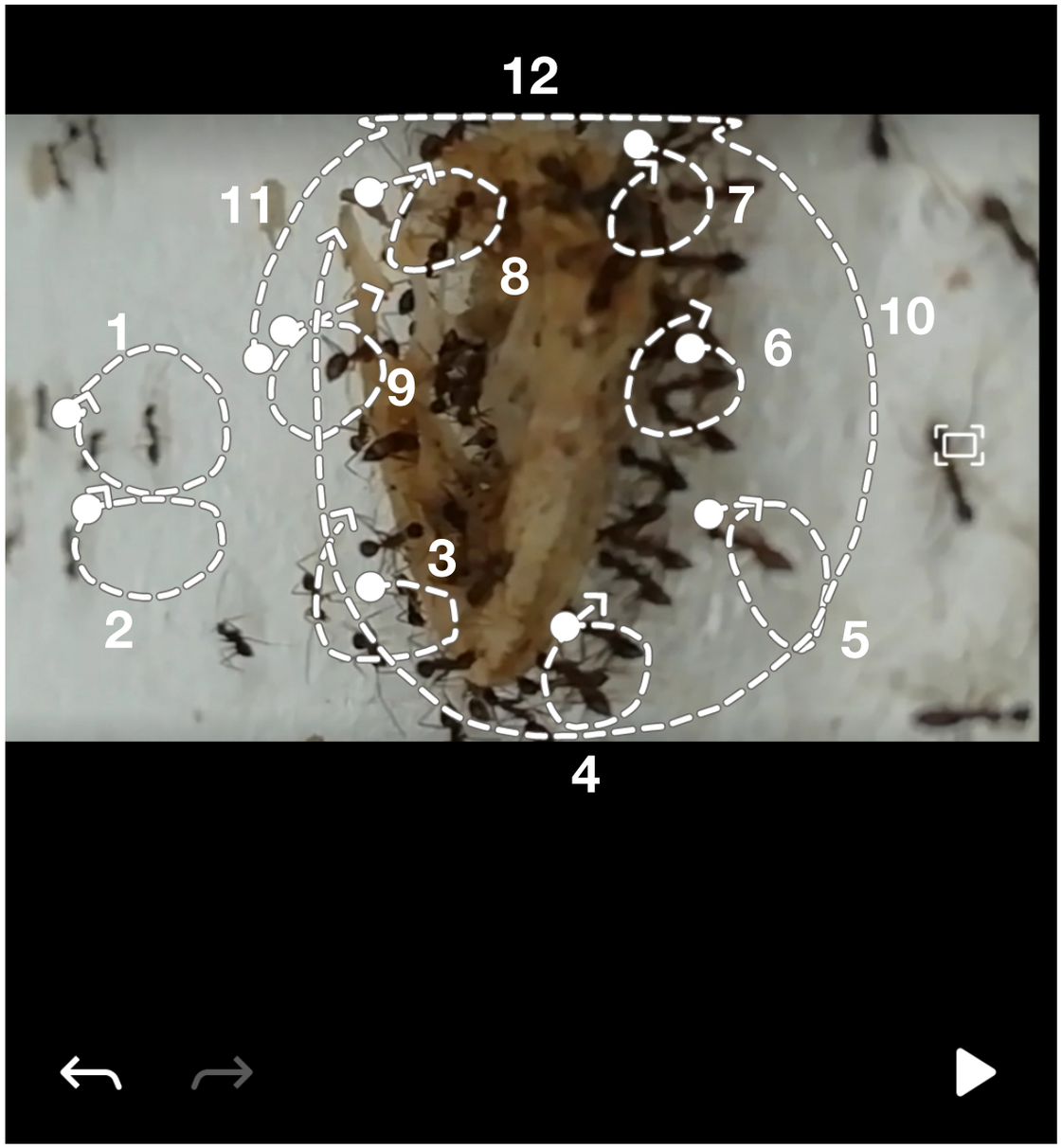
1. Ant swarm is the animated path name.

2. This is about ant swarm carrying some leftover flour-baked food along a wall of a building.

3. It has animated path of 12.

4. The length of the dash lines:

Path 1: 14, Path 2: 12, Path 3: 12, Path 4: 10, Path 5: 12, Path 6: 11, Path 7: 10, Path 8: 10, Path 9: 12, Path 10: over 60, Path 11: 8 and Path 12: 12.



Ant Swarm

4.1 Animated Region

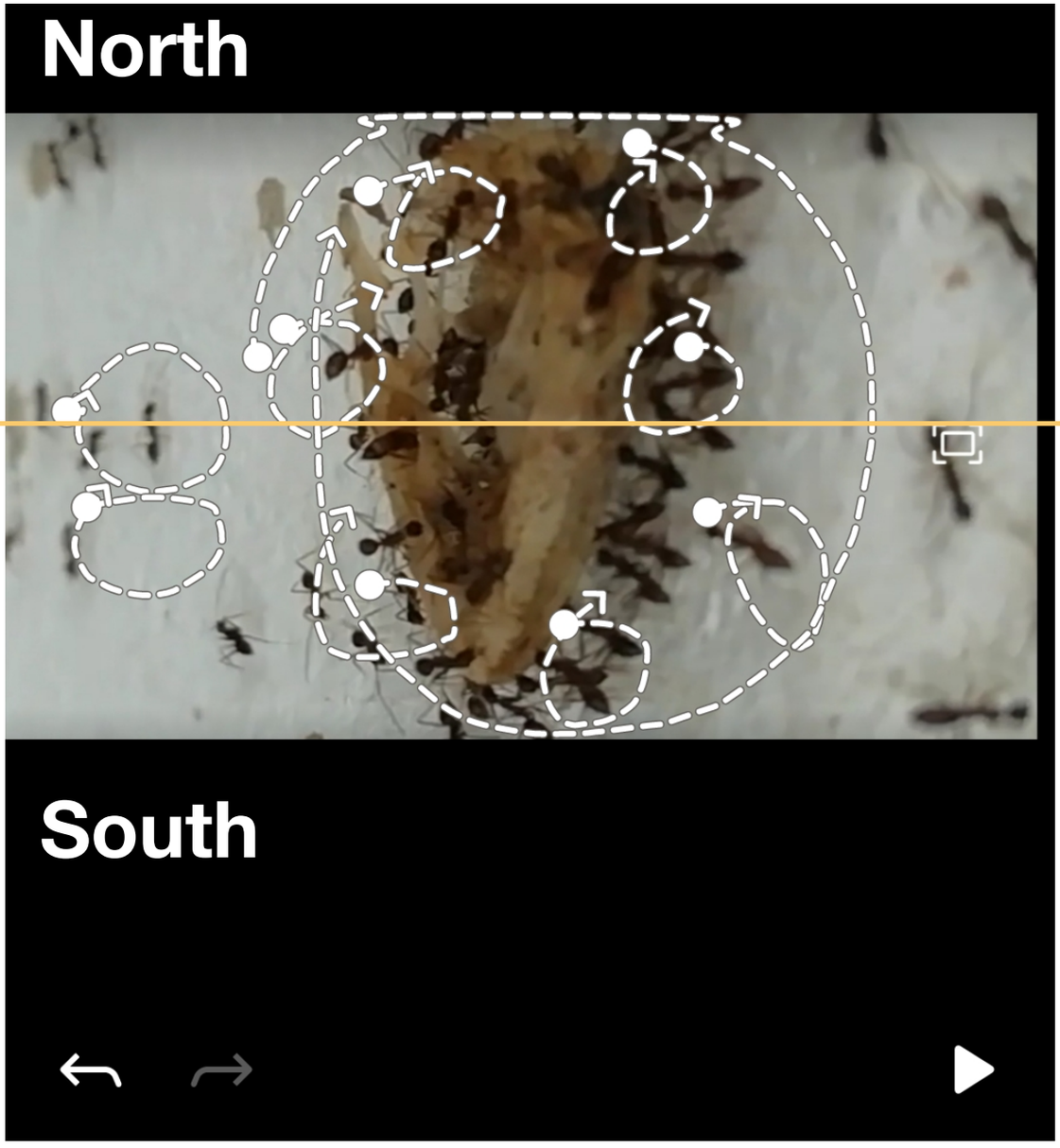
Cardinals and Coordinates.

1. There are about four animated paths in the north region.

2. There are about four animated paths in the south region.

3. There are about 1 animated path in the interleaved point of the separated region.

4. There are about 10 circular animated paths in the scene.



4.2 The video output for this scene is about ants of more than 44 carrying a leftover baked-food along a wall building at a home.

5: Animated Path

Cylindrical Volume and Tablets

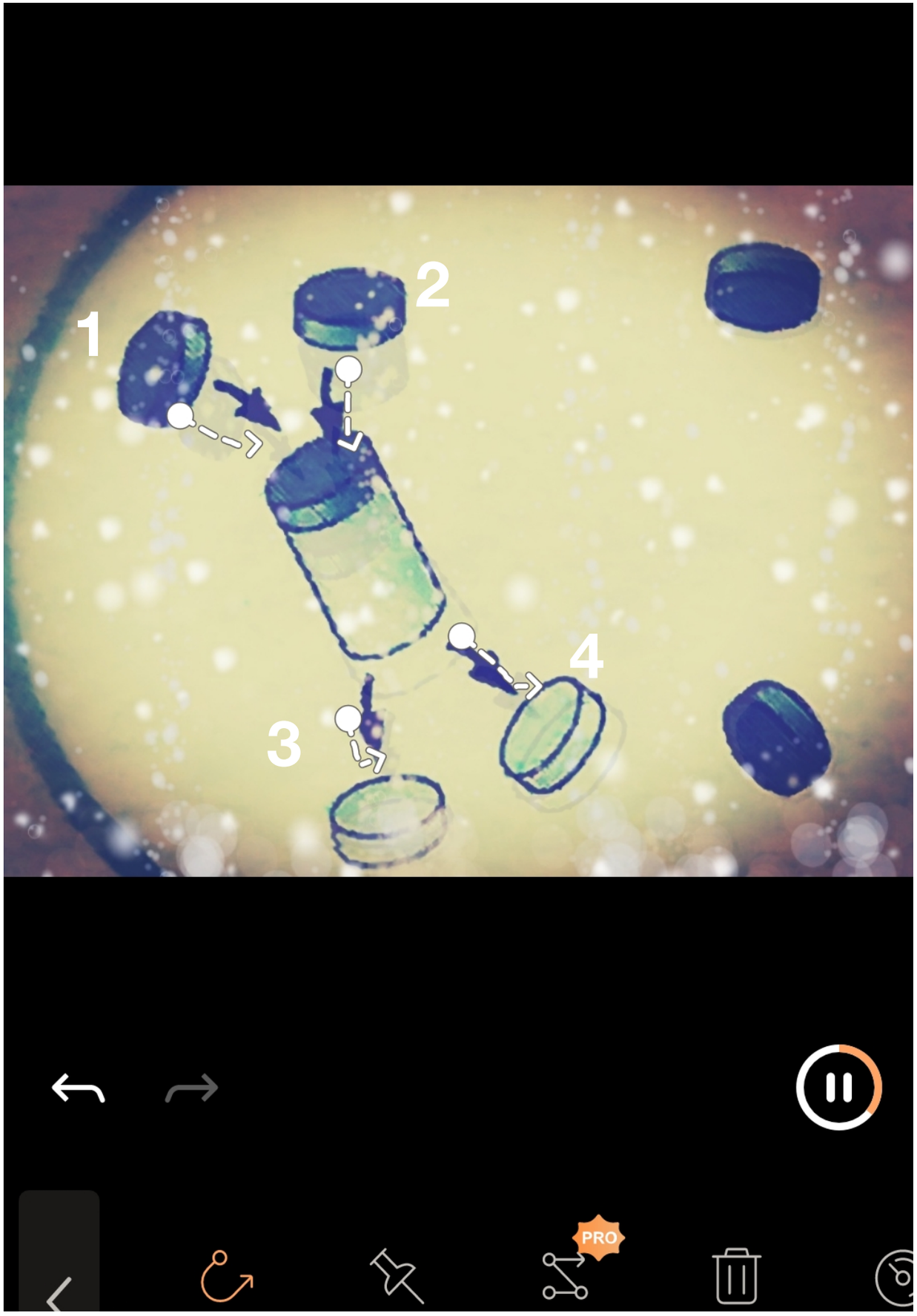
The animated path name is called cylindrical volume tablets.

This is about some tablets moving up and down to a cylindrical volume.

There are about four animated paths in this scene alone.

The length of dash lines :

Path 1: 2, Path 2: 2, Path 3: 2 and Path 4: 3



Caption

5.1: Animated Region

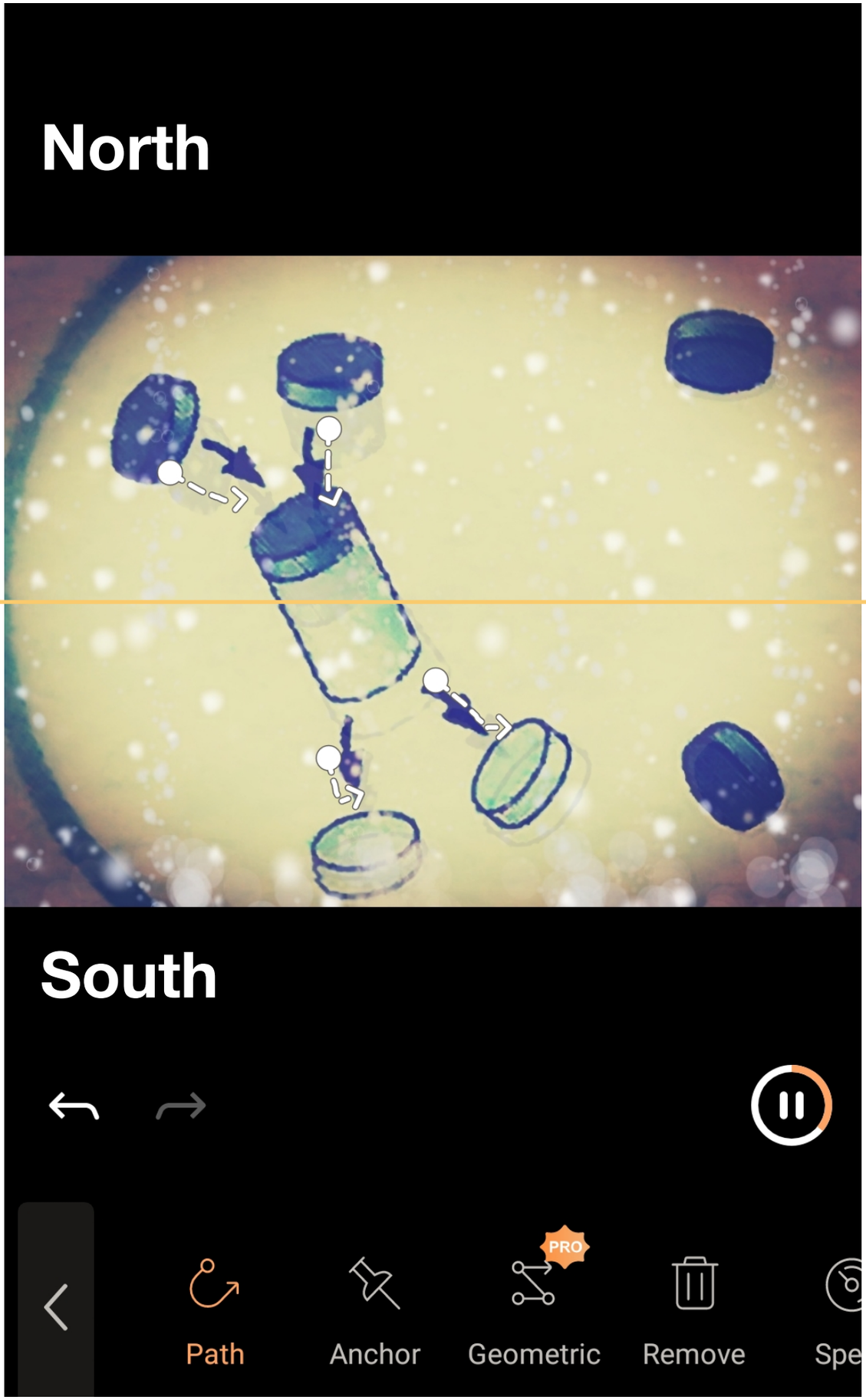
Cardinal and Coordinates.

1. There are two animated paths in the north region.

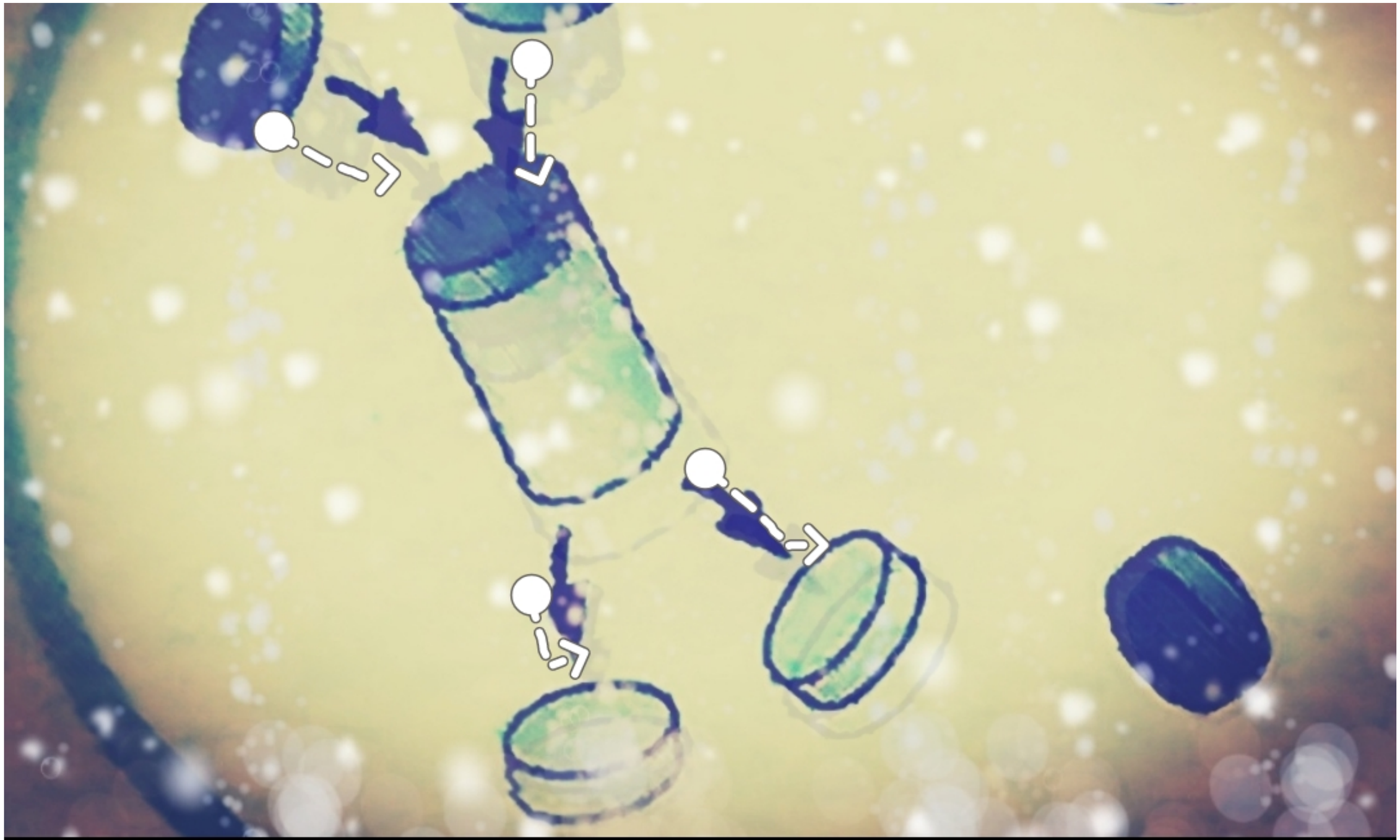
2. There are two animated paths in the south region.

3. There are four pointing down arrows.

4. There are three tablets in each region with an interleaved cylindrical volume.



Cylindrical Volume



5.2 This video output is about some six tablets pushing down and up on a cylindrical volume.

Caption

6: Animated Path

Triple Clocked Feet

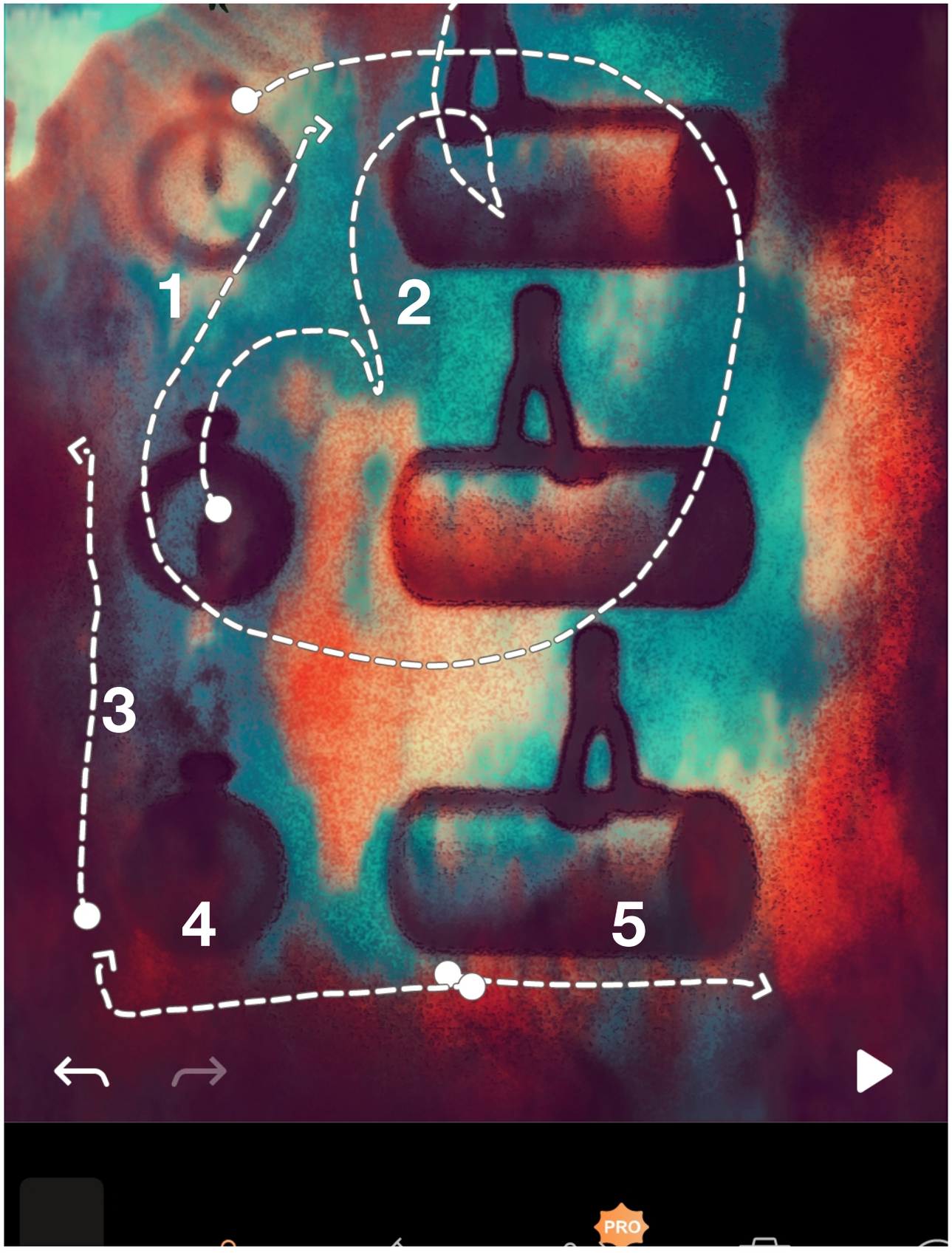
Triple clocked feet is the animation path name.

There are about five animated paths in the animation.

This is about some three headless feet walking on a cylindrical volume and parallel is a clock each.

The length of dash lines:

Path 1:71, Path 2:42, Path 3:17, Path 4:15 and Path 5: 10.



Triple Clock Feet

6.1: Animated Region

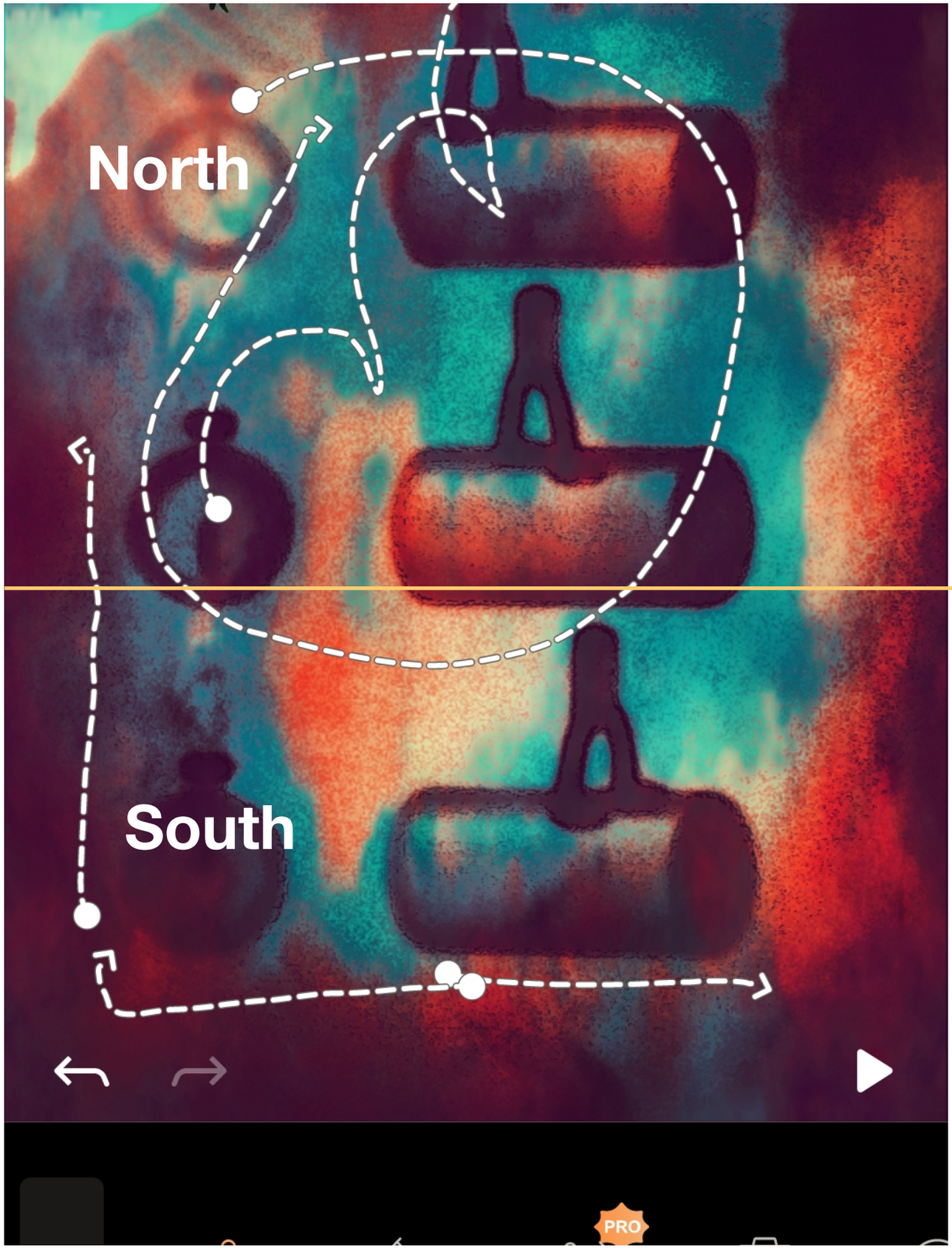
Cardinal and Coordinates

1. With arrow pointers, there are three animated paths in the north region.

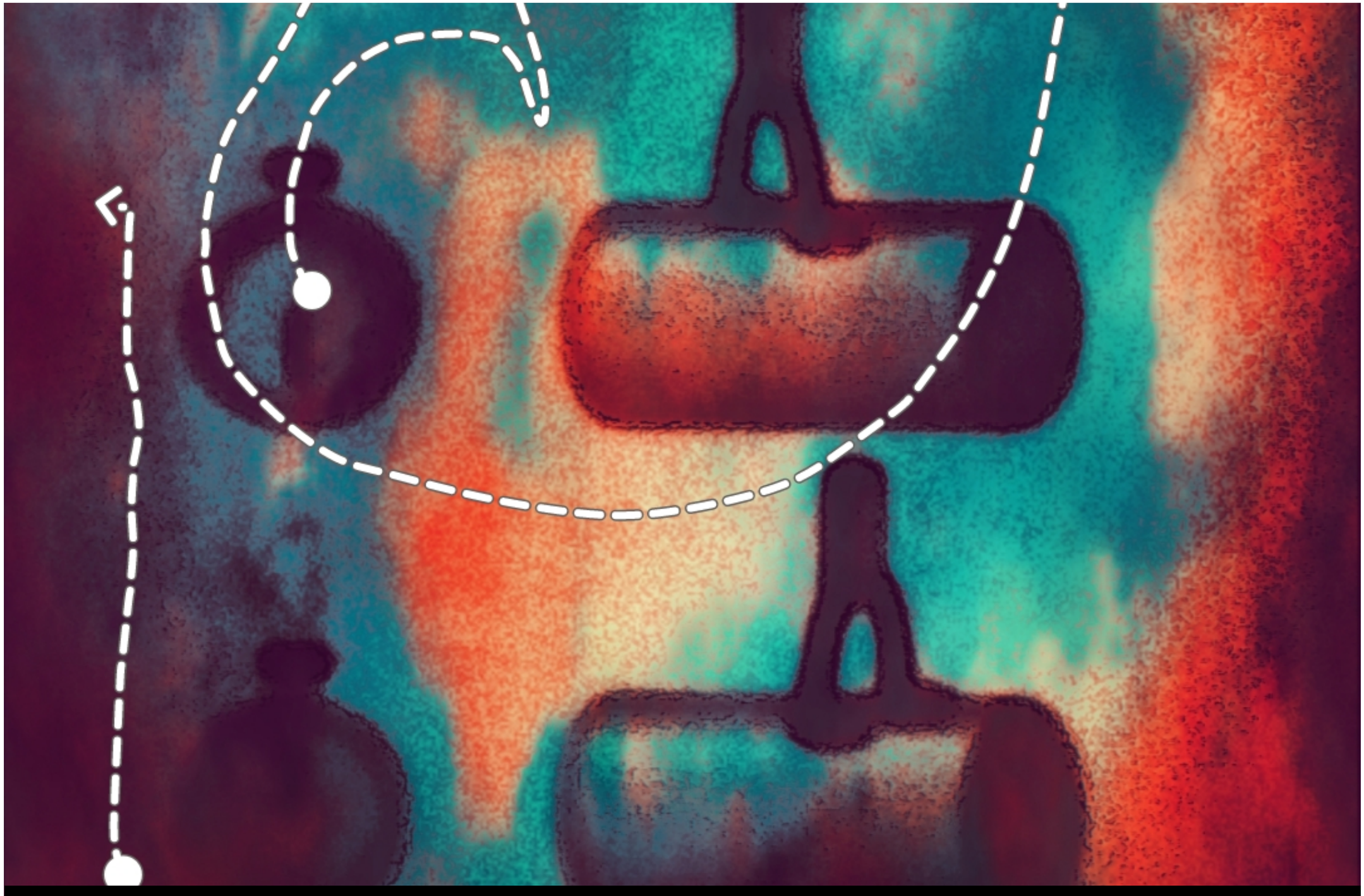
2. There are two animated paths in the south region.

3. There are three pointing up animated arrows in the paths.

4. There is one zig-zag path and one circular path in the animation scene.



Triple Clock Feet



6.2 This is a video output on three clocks and three headless feet walking on a cylindrical distance.

7: Animated Path

Superhot EarthCore

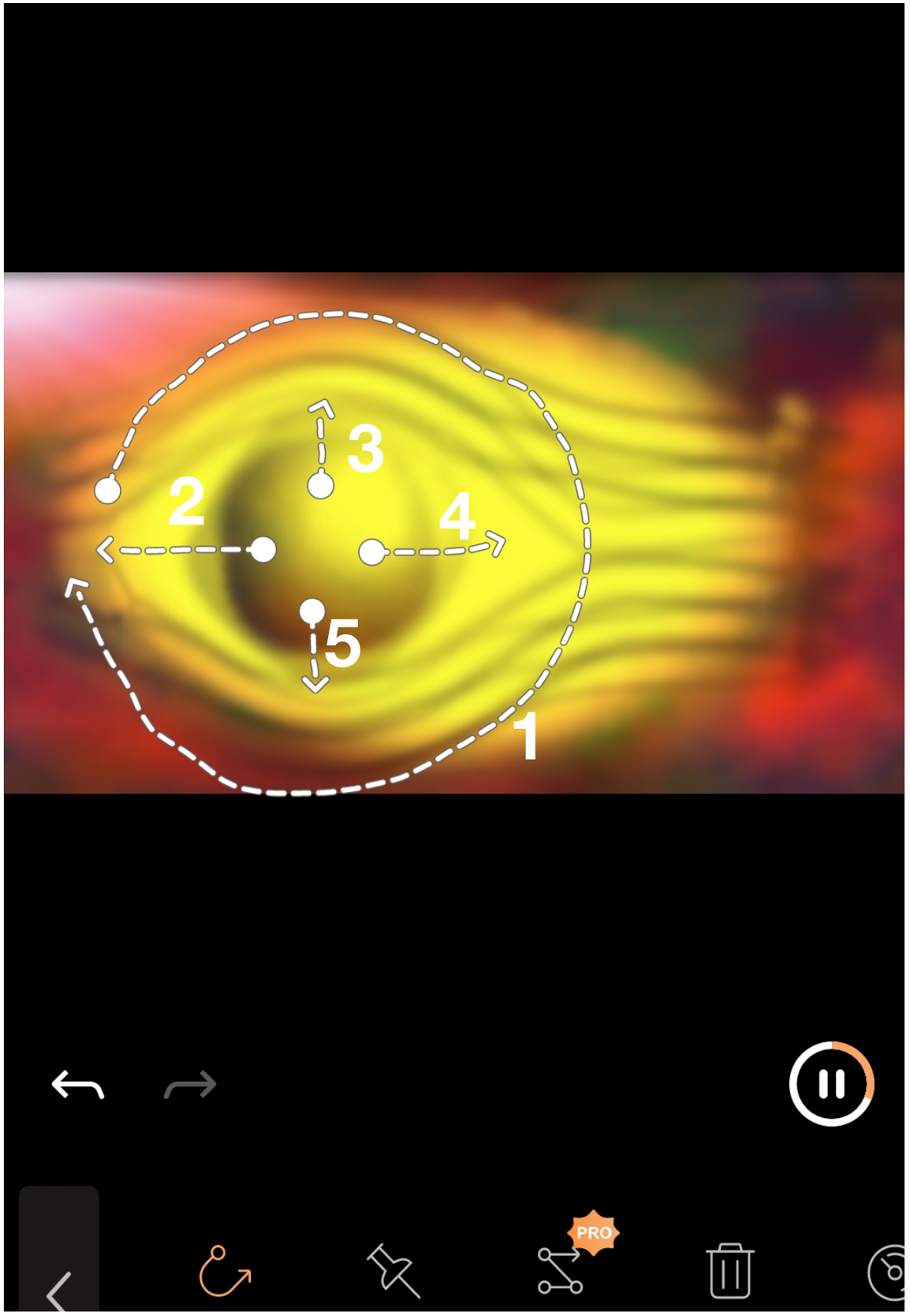
Super-hot earth core is the animated path name.

This is about flares of hot waves moving from an earth core with each streamlines of wave showing.

There are about five animated paths.

The length of dash lines:

Path 1: 56, Path 2:5 , Path 3:2 , Path 4:4 and Path 5: 2.



Caption

7.1: Animated Region

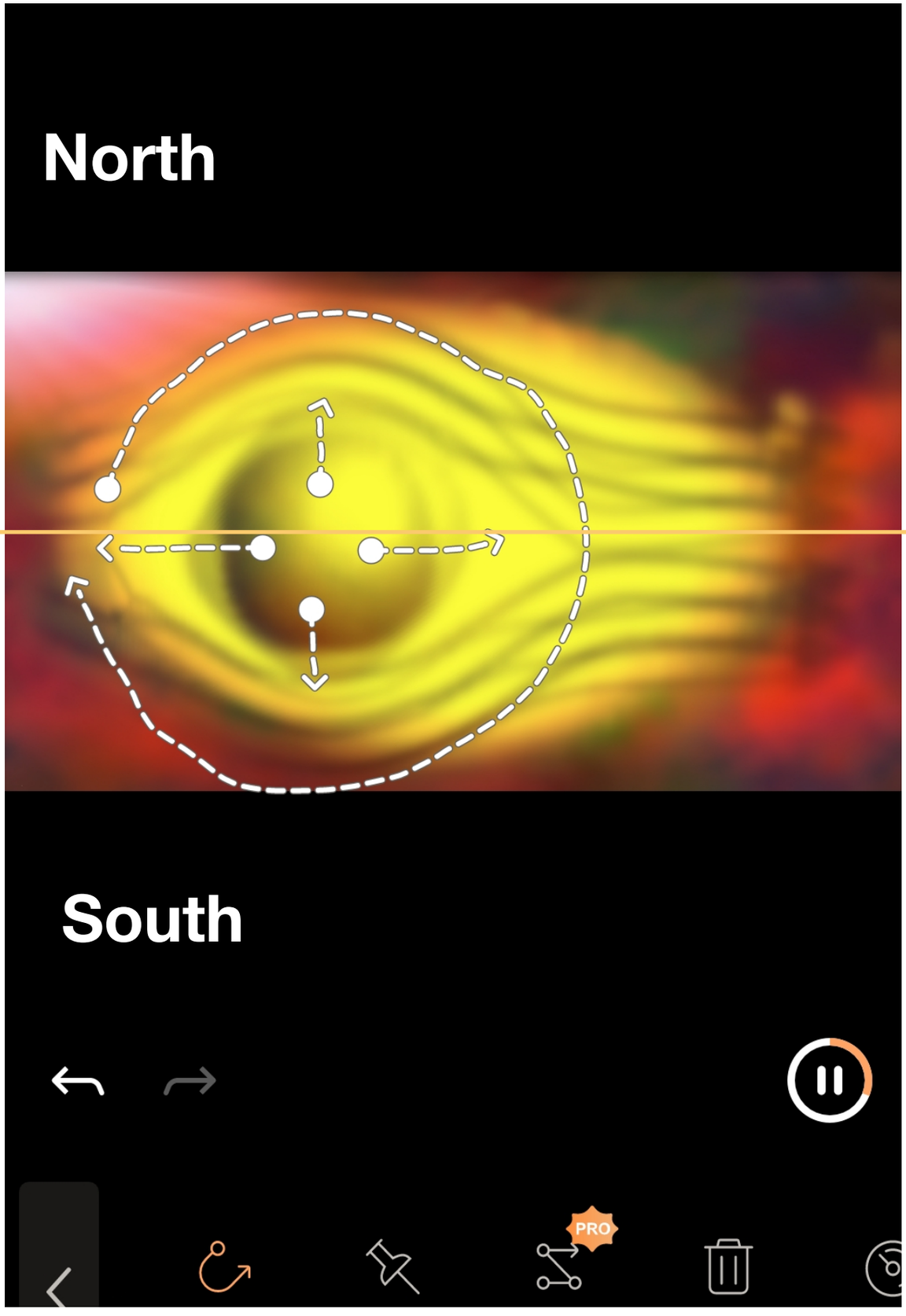
Cardinal and Coordinates

1. In the north region, there is one upwards pointing animation arrow.

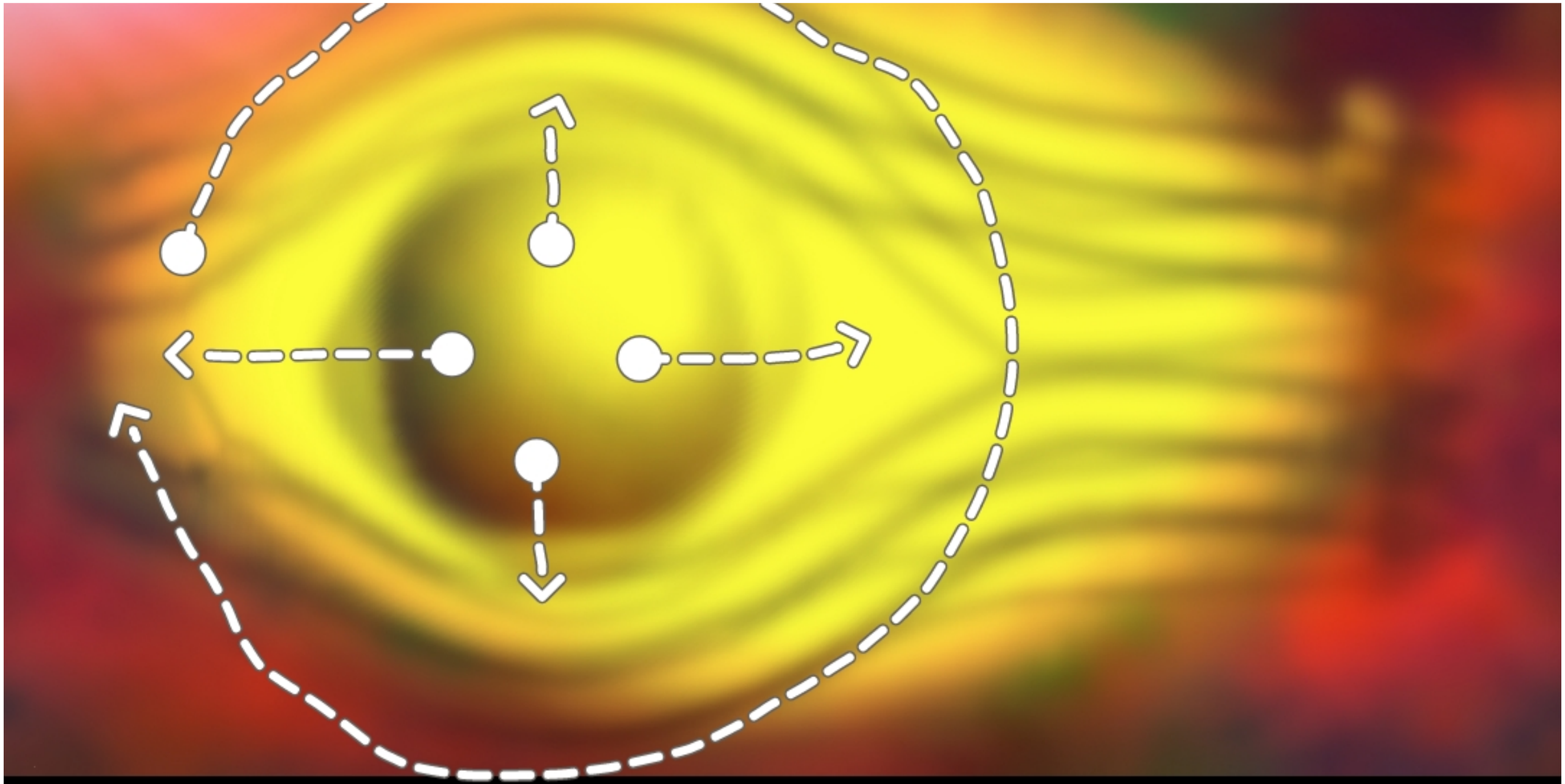
2. In the south region, there are four animated paths.

3. The regions are interleaved with a circular not joint arrow.

4. The four animated paths are pointing in a cardinal fashion (north, south, east and west) and centred in the circular animated path.



Caption



7.2 This video output is showing a streamline of hot flare around an earth core in yellow colour and red hot flare.

Caption

8: Animated Path

Electrostatic Field

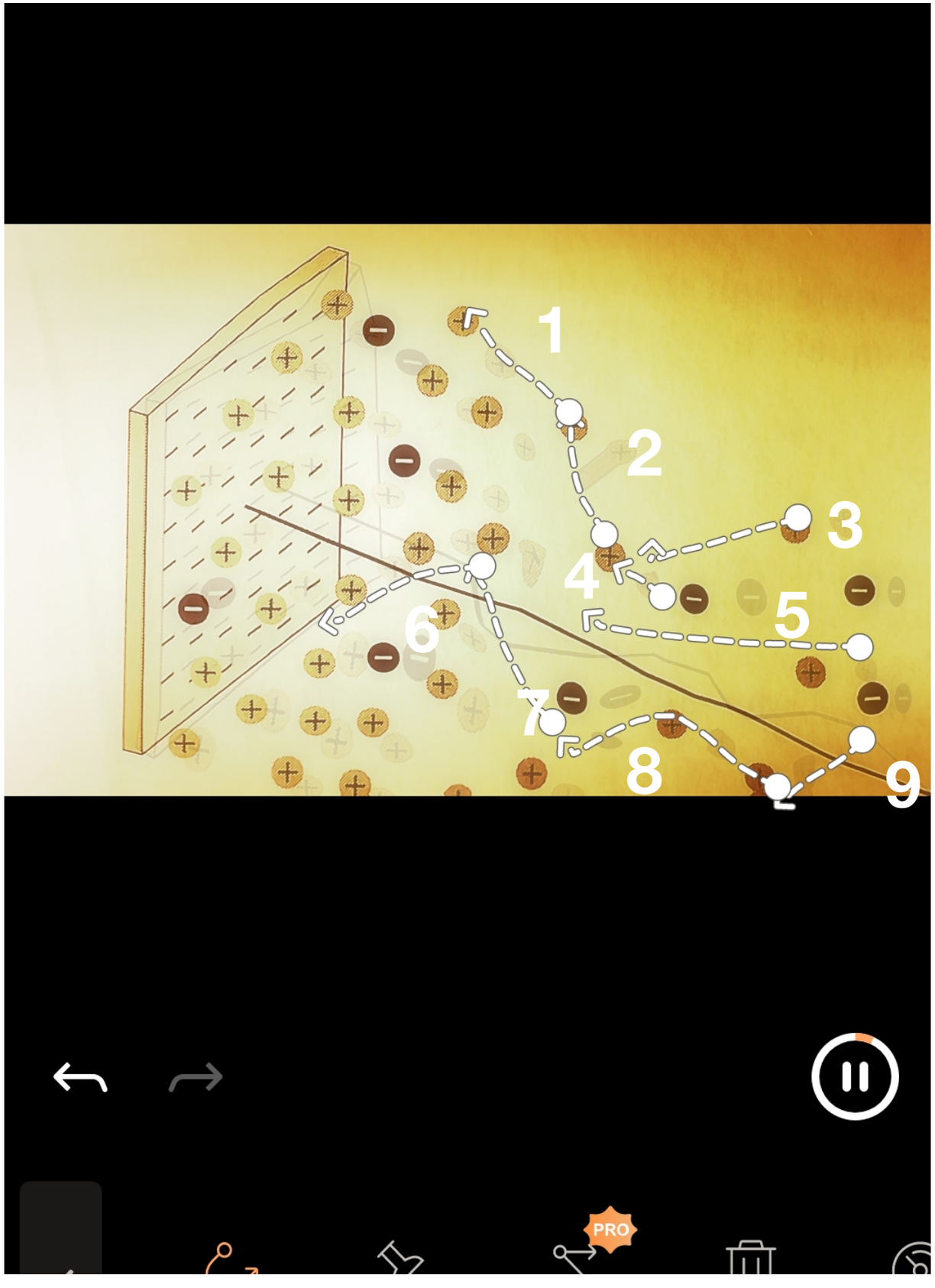
The animation path name is electrostatic field.

This is showing charges both positive and negative ions emitting from a material plate. A concept of physics.

There are nine animated paths in this scene only.

The length for dash lines:

Path 1:4, Path 2:3, Path 3:5, Path 4: 1, Path 5:10, Path 6:5, Path 7:6, Path 8:8 and Path 9:3.



Caption

8.1: Animated Region

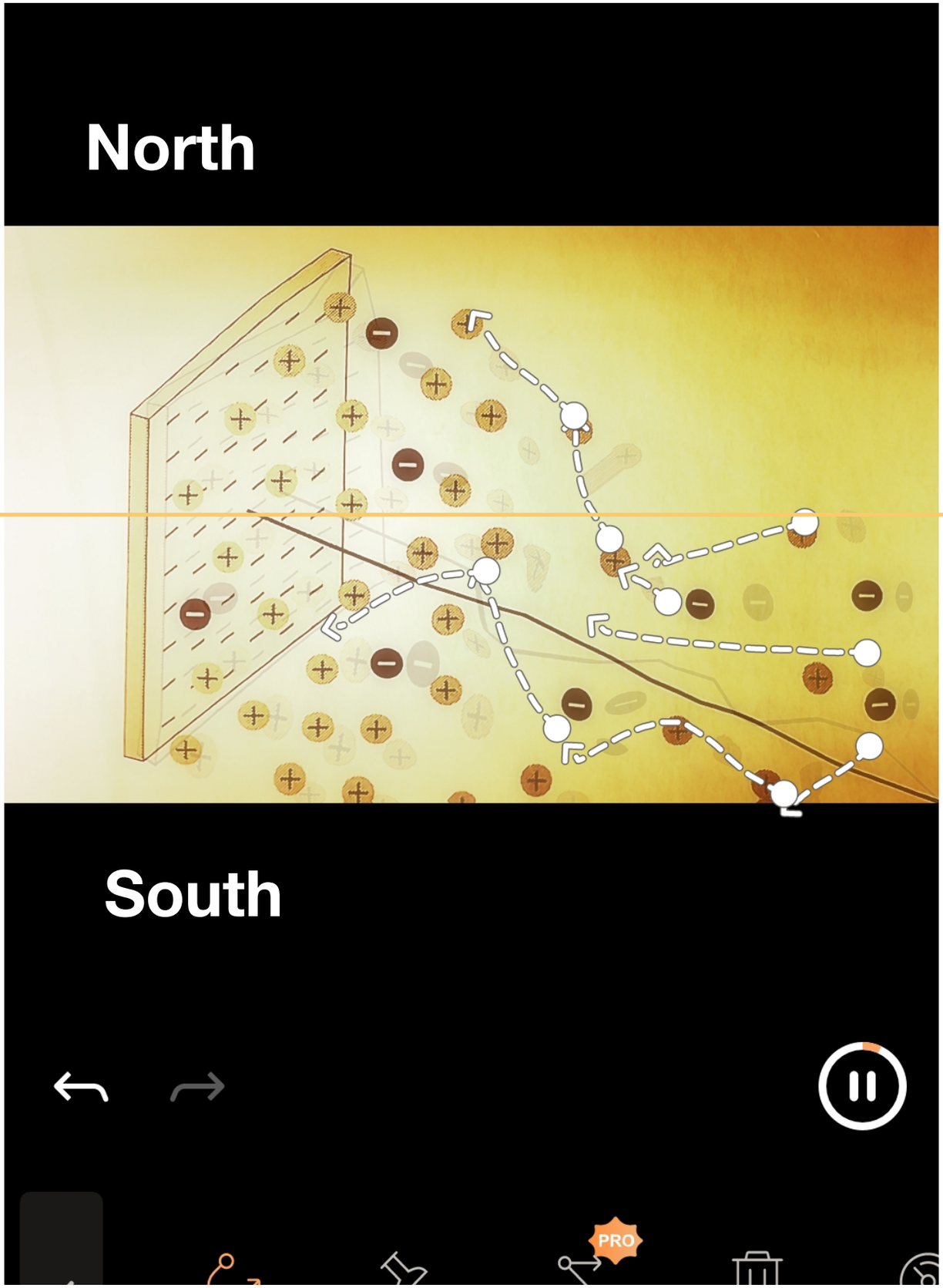
Cardinal and Coordinates

1. In north region, animated paths numbered as 1 and 2 are there.

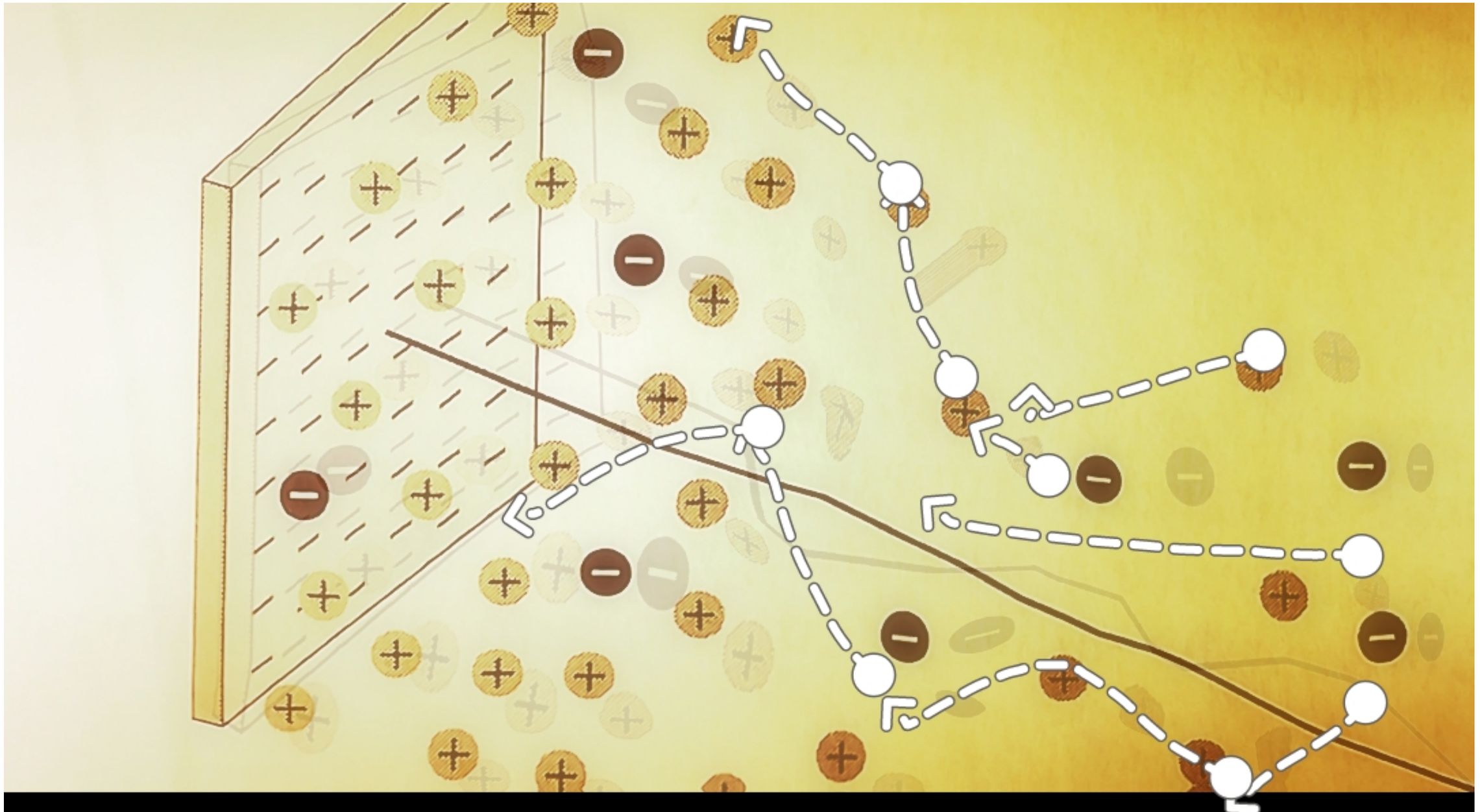
2. In south region, animated paths numbered as 3, 4, 5, 6, 7, 8 and 9 are there.

3. There are four upward animated arrows.

4. Two zig-zag animated paths (9,8,7,6) which are flowing after the other.



Electrostatic Field



8.2 This output is a video showing a field emitting charge ions from a material plate on applied electricity.

Caption

9: Animated Path

Colour Balls Duck

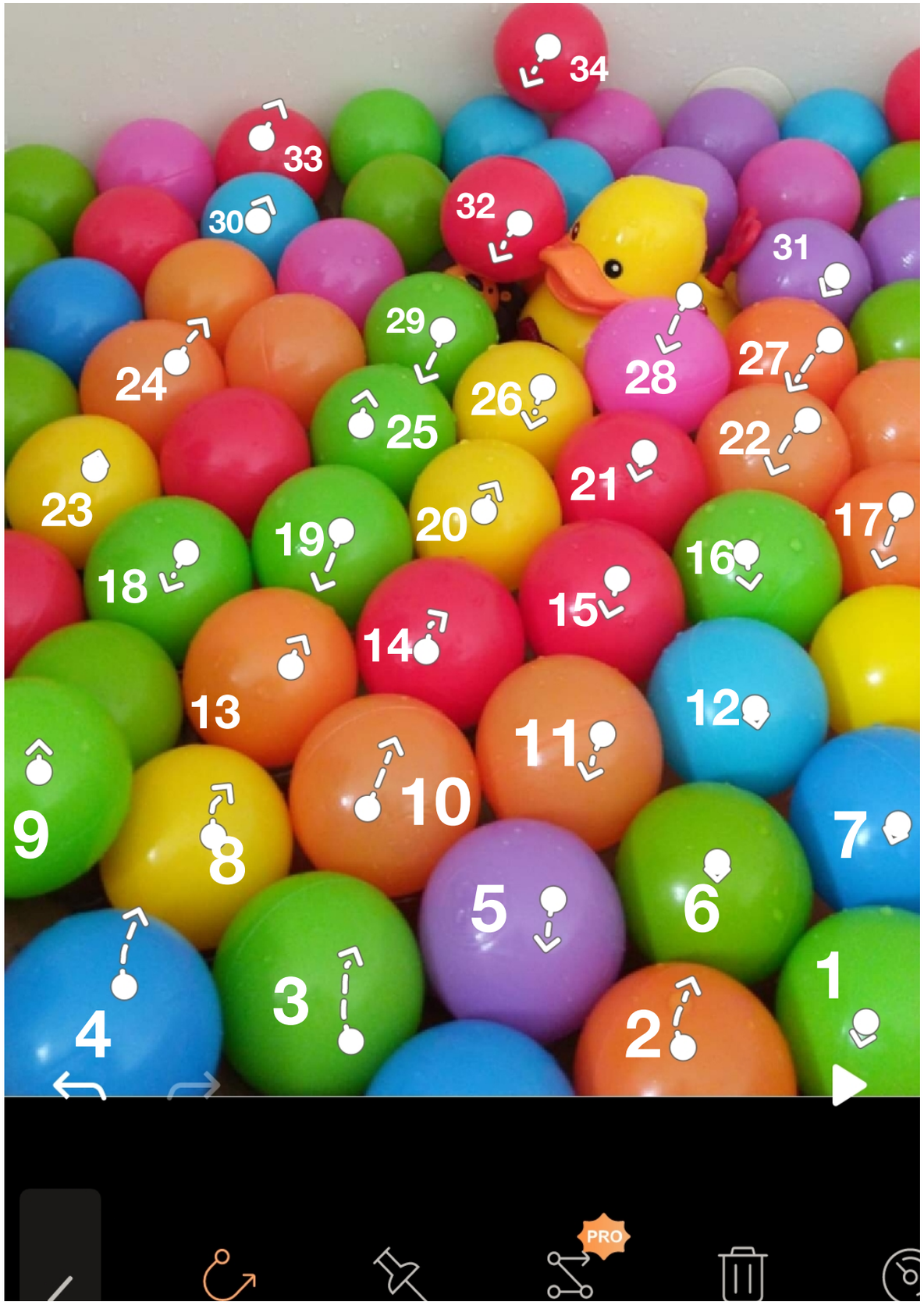
The animated path name is a colour balls duck.

This scene is showing balls of about 6 colours namely red, pink, yellow, blue, green, orange and violet. A duck toy is in the picture.

There are about 34 animation paths in the scene only.

The length of dash lines:

Path 1:0, Path 2:2, Path 3:3, Path 4:2, Path 5:1, Path 6:0, Path 7:0, Path 8:1, Path 9:0…. Path 27:2, Path 28:1, Path 34: 1.



Caption

9.1: Animated Region

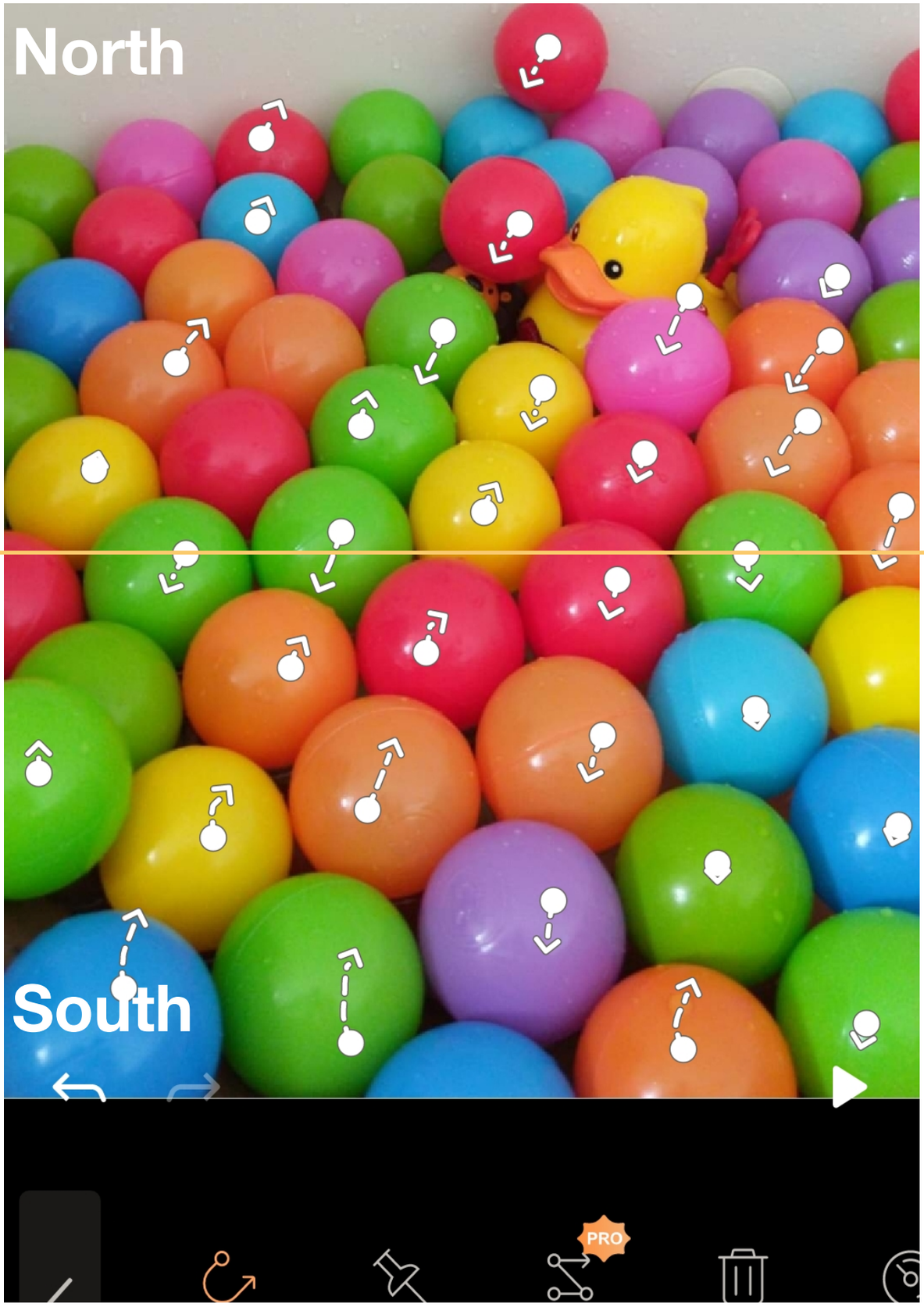
Cardinal and Coordinates

1. In the south region, there are 16 balls in there.

2. In the north region, there are about 18 balls in there.

3. There are about 21 balls in the south region.

4. There are about 45 balls in the north region.



Caption

9.2 This video is about coloured balls animation film made from 34 animated paths.

References

1. Frank Appiah (2020). Youtube Media Incubator. https://youtube.com/channel/UCSbqI0M3YIkJaZLxKRInc-Q. Channel Name: Frank Appiah.

2. Image 1: Tom and Jerry (2017). Image Capture on Tv series.

3. Image 2: Tom and Jerry (2017). Image Capture on Tv series.

4. Image 3: Viral body. Web image objects.

5. Image 4: Ant swarm body. Video image recorded at home.

6. Image 5: Cylindrical volume and Tablets. Image capture from Physical Biology of the Cell by Rob Philips, Jane Kondev and Julie Theriot. Garland Science.

7. Image 6: Triple Clocked Feet. Image capture from Physical Biology of the Cell by Rob Philips, Jane Kondev and Julie Theriot. Garland Science.

8. Image 7: Superheat Core. Image Capture (2018). Physic Book.

9. Image 8: Electrostatic Fields. Image Capture (2018). Physic Book.

10. Image 9: Colour Balls Duck. Web Image Capture from Friends Facebook Page.